

THE
MITHRAL CANVAS



COMPENDIUM



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IMAGES | CARDS

CHURCH OF THE IRON THORN

“There is truth in pain. As agents of the Bloody Mother, who seeks to cradle the sinless in her loving embrace, we must act as a thorny bastion between the innocent and those who would do them harm. The violent creatures of this world who live only to make others suffer must be shown the error of their ways. Go now, kindred, rend your flesh and show them the glory of the Mother’s pain! Show them that it is better to be a martyr for the innocent than a craven monster. And If your glory alone does not convince them, then cleanse their sin by sharing with them our truth.”



TENETS OF TORMENT

Wondrous item, uncommon

A heavy iron set of manacles with piercing spikes without and within. In the Church of the Iron Thorn, initiates are ritually strung up and tortured for days on end, until they embrace the pain and their chains are forever broken. Every move the wearer makes causes them torment, a way for followers to never forget the teachings of the Bloody Mother.

Trauma Response. While wearing these manacles, as an action you can touch another creature that is poisoned, paralyzed, stunned, or frightened and take on their burden. The creature is no longer affected by one of the listed conditions of your choice, and you must repeat the original saving throw of that condition, becoming affected by the condition yourself on a failed saving throw.

“Truth, Pain, Bloodshed; the tenets of our sacred order. We bear this torment to deliver our flock to the Mother’s embrace. May we all be one in suffering, may we take in all that we can bear and more, that the world may know of the Bloody Mother and her teachings forever more.”

- The Crimson Tome; Verse 1:1

REVOKING NAIL

Weapon (dagger), uncommon

A bloodied nail that symbolizes an acolyte’s loyalty to pain. The hilt forms a prayer wheel carved from the bones of a saint. Sainly bones are plentiful within the Iron Thorn, as the most holy accomplishment one can achieve is martyrdom. This item can be worn and used as a holy symbol.

Deny Relief. When a creature within 60 feet of you would receive healing from a spell or ability, you can use your reaction to corrupt the healing. The target being healed must make a DC 15 Wisdom saving throw. On a failed save the number of hit points regained is halved. If the creature fails its save by 5 or more the number of hit points regained is reduced to 0. Once this property has been used it cannot be used until the next dawn.

If you use this property on yourself, you can choose to fail the save, regaining no hit points. If you do so, the next time you hit a creature with a melee attack within the next minute, the attack deals additional necrotic damage equal to half the hit points you would have regained rounded up.

“The path is hard and the truth is painful, many shall turn from Her love to ease their burden. Yet you must not let your brother fall to weakness, you must stand firm and hold him to the teachings by word or force for he knows not what he abandons in search of sinful solace.”

- The Crimson Tome; Verse 20:15



MANTLE OF MISERY

Wondrous item, uncommon

A metallic holy adornment worn over the neck with ornamental plates depicting twisting vines. The thorns lining its edge dig into the wearer's flesh, drawing blood as the catalyst for its magic.

Garden of Pain. You can cast the Spike Growth spell without expending a spell slot (DC 14). If you do so, the spikes and thorns that emerge are ferrous and stained by blood. While you are in the area of effect of the spell, you have advantage on concentration checks to maintain the spell. Once you use this property it can't be used again until the next dawn.

"To teach those who have forsaken the path is the duty entrusted to our kin, and what we welcome unto ourselves we deliver unto others. Pierce the weakness of this world, and upon these bodies she shall build her rapturous throne, and in turn give to all eternal salvation."

- *The Crimson Tome; Verse 16:16*

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BLOOD SMELT PLATE

Armor (medium or heavy, but not hide), rare

The sickening scent of iron wafts from this barbed plate, the metal imbued with sacrificial blood. The inner spokes are a constant reminder of the wearer's conviction and the resilience their devotion grants. While wearing this armor you gain a +1 bonus to your AC.

Blood Barrier. As an action you can spend up to 3 hit dice to have this armor transform your vitality into immediate protection. Roll the hit dice spent and you gain a number of temporary hit points equal to the number rolled + your Constitution modifier. If a creature hits you with a melee attack while you have these temporary hit points, the creature takes 1d6 piercing damage + your Constitution modifier.

Once you use this property it can't be used again until the next dawn.

"Into iron we pour our essence and soul, to guard our sacred offerings from those who wish to deny our Mother what is rightfully hers. Bleed for our blessed patron and she shall guard you from all the evils of this world. Trust the path, and follow the blood for it guides us all in our sacred duty."

- *The Crimson Tome; Verse 24:7*

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MASQUE OF PENITENCE

Wondrous item, rare (requires attunement)

Wear upon your visage the mark of serene suffering, a testament to your belief and spirit. Let the last thing the guilty see be the stern face of the Bloody Mother.

Terrible Repose. Whenever you slay a creature with a CR above 0 while wearing this helm, you can spend a bonus action to absorb their essence into your being and regain a hit die.

Inflict Alleviation. As an action you can spend up to 3 hit dice to prolong the suffering of those around you. Roll the hit dice spent and divide a number of temporary hit points equal to the number rolled as you choose among any number of creatures you can see within 30 feet of you.

Once you use this property it can't be used again until the next dawn.

"As the Mother has sent us, so shall we send her children into her arms to receive her terrible love. We shall be like a thunderous wave, never yielding against any opposition. Through her grace we shall bring forth nightmarish miracles."

- *The Crimson Tome; Verse 50:11*



IRON MOTHER

Armor (shield), very rare (requires attunement)

The countenance of the Bloody Mother adorns this shield, beautiful and terrifying all the same in its ferocious serenity. You gain a +2 bonus to your AC while holding this shield. This bonus is in addition to the shield's normal bonus to AC.

Mother's Embrace. This shield functions as a martial melee weapon that deals 1d8 piercing damage + your Strength modifier. If you are proficient with shields, you can add your proficiency bonus to attack and damage rolls made with this shield. If the target is a creature, you can choose to grapple it (escape DC 8 + your Strength modifier + your proficiency bonus). Until this grapple ends, the target is restrained, and you can't attack another creature with this shield.

Scarlet Room. While a creature is grappled by this shield, you can use your action to force the creature to make a DC 17 Charisma saving throw. On a failed save, the target is banished to a demiplane of constant suffering for 1 minute. The demiplane is an endless expanse of shallow blood overgrown with ferrous thorns. At the start of each of the target's turns inside the demiplane, it takes 2d8 piercing damage and 2d8 necrotic damage. The target can use its action to attempt to escape the demiplane, repeating the saving throw. If it succeeds, it escapes and is teleported to an unoccupied space within 5 feet of this shield.

Once you use this property it can't be used again until you finish a long rest. If a creature dies while in the demiplane, its body sinks into the blood of the demiplane and you regain a use of this property.

"Prostrate yourself before the Mother, generous is she to bestow her love upon any of her misbegotten children. With supplication she shall accept their miserable forms and make them beautiful. With their screams we shall sound the call that paints the skies a bloody hue, as we beckon the crimson tide to drown this sinful world in scarlet."

- *The Crimson Tome; Verse 65:2*

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CRIMSON BRIAR

Weapon (flail) , legendary (requires attunement)

At the highest ranks of the Iron Thorn, the most worthy of the Bloody Mother's blessings wield a weapon of such cruelty and ferocity that it drives lesser beings mad at just a touch of its metal. You gain a +3 bonus to attack and damage rolls you make with this magic weapon. At the start of combat if you do not have any hit dice remaining you regain one hit die.

Grim Iron. When you damage a creature with an attack using this magic weapon, the target can't regain hit points until the start of your next turn.

Flagellate. As a bonus action you can spend a hit die to strike yourself with this weapon, imbuing the weapon with fresh pain. Until the end of your turn attacks made with this weapon deal an additional die of necrotic damage of the same type as the hit die spent.

Bloody Proliferation. As an action you can spend 4 hit dice to flourish this weapon around you and create a zone of sanguine pain as thorns of blood lash across the battlefield. You make a melee attack with this weapon against any number of creatures within 20 feet of you (even if the target is outside of the normal range of this weapon). You must roll a separate attack roll for each target.

Curse: Path of Pain. While attuned to this weapon, suffering becomes your way, your life, your very being. You regain half the amount of hit points from magical healing.

"Immortality to you in her name brothers and sisters, let cry her wretched song. Go forth and malign thyself, marry iron and flesh, let bloody rivers run as the thrill consumes you. An exalted chorus we shall raise from a thousand souls, a morbid offering for our Bloody Mother to deliver us at last from this accursed cradle."

- *The Crimson Tome; Final Verse*

TREASURES OF DAEHAN MINGUK

For AAPI Month 2023, we're taking inspiration from the country of South Korea! With hundreds of years of culture to reference, we've put together a collection of items and weapons to reflect the history this country that can bring some new flavor into your games!



KNIVES OF DIVINE WILL

Weapon (dagger), rare (requires attunement)

A pair of brass ritual blades with 12 strands of paper affixed to their handles. The blades are used in divining ceremonies, offering guidance from beyond. These two daggers count as a single item for the purposes of attunement. You gain a +1 bonus to attack rolls made with these magic weapons. While on the same plane as these daggers you always know what direction they are from your current position.

Falling Bridges. Once per dawn, you can perform a 1 minute ritual, using these daggers to call upon divine guidance. When you do so, roll a d6 and cast the appropriate spell according to the roll (1: Gift of Alacrity, 2: Borrowed Knowledge, 3: Clairvoyance, 4: Divination, 5: Legend Lore, 6: Find the Path).

Though shamanism no longer plays as significant of a role in modern day life, certain practices hold sway to this day. From walking on knives to maintaining spiritual lands, specialists continue to uphold many traditions through the present. With a pair of sacred knives, a mudang could divine the will of the gods and compel them to speak on the possible fortunes and misfortunes that would arrive in due time.

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JONG OF CLEANSING

Weapon (mace or flail), varies (requires attunement)

This beautifully decorated bell curiously produces no noise no matter how hard it is swung. Such bells are created to rally one's allies, but rumors have spread that the stronger the bell, the grimmer the offering needed in its forging.

Uncommon.

Sacrificial Tone. As an action you can spend one unspent Hit Die to ring this bell and have it produce a melodious tone. Roll the Hit Die and add your Charisma modifier to the roll. You restore an amount of hit points equal to the result, divided as you choose among any number of creatures within 20 feet of you that can hear this sound.

Rare.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can spend up to 2 Hit Die to use the Sacrificial Tone property.

Very Rare.

The bonus to attack and damage rolls is increased to +2 and the bell gains the Cursed Quiet property. You can spend up to 4 Hit Die to use the Sacrificial Tone property.

Cursed Quiet. Once per long rest you can cast the Silence spell without expending a spell slot.

Once you use this property it can't be used again until you finish a long rest.

Comprised of a multitude of metals, these bells are seen as national treasures and symbolize the camaraderie between nations. Rung only in times of significance, to hear the tone of this bell is a blessing not easily forgotten. Yet legends also speak of a sinister history in their crafting, one that demanded sacrifice to hear that very tone so revered by many across this world.

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Hahoetal Buckler

Armor (shield), rare (requires attunement)

An expertly woven rattan shield with a carved wooden mask at its center. While attuned to this shield you are considered proficient with it. You gain a +1 bonus to your AC while holding this shield.

Melodrama. While holding this shield you can activate the ability of one of the masks listed below. When you do, the form of the mask decorating the front of this shield magically transforms to that mask.

Yangban. You invoke the unquestionable authority of the Aristocrat. As an action you can bolster a willing creature for 1 minute. For the duration, each time the target deals damage with a weapon attack it deals an additional amount of damage equal to your Charisma modifier. You must maintain concentration on this property and this effect ends if the target falls unconscious.

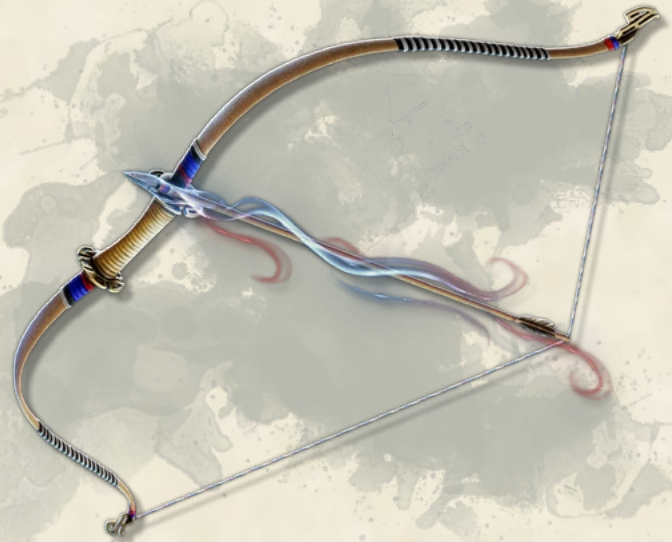
Paekjung. You invoke the seething menace of the Butcher. You can cast the Fear spell (DC 15) without expending a spell slot. You have advantage on attack rolls against creatures frightened by this property.

Punae. You invoke the stunning grace of the Concubine. When you are targeted by an attack made by a creature you can see within 90 feet of you, you can use your reaction to add your Charisma modifier to your AC until the start of your next turn, including against the triggering attack. If the triggering attack misses, the attacking creature has disadvantage on all other attacks it makes until the start of your next turn.

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

The ancient art of talchum, traditional mask dramas performed by a number of stock characters, is highly revered in this day and age as a cultural asset. With each Hahoetal mask representing a different character with its own personality and traits, audiences can quickly grasp the essence of each cast member without pause. But in combat, being flexible with what face you show your enemy is an invaluable skill to keep them on their toes as you outperform them in every capacity.

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Cardinal Gakgung

Weapon (shortbow), very rare (requires attunement)

A shortbow formed from the horn of a water buffalo, wrapped with bands of color representing the cardinal directions. You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon scores a critical hit on a roll of 19 or 20.

Trigram Shot. This weapon has 8 charges and regains all charges after you finish a long rest. You can use these charges to enhance a ranged attack made with this weapon in one or more of the following ways (you cannot choose the same property more than once per attack):

North/Water. When you make a ranged attack with this weapon, you can spend a charge to make your attack with advantage if at least one of your allies is within 5 feet of the target and the ally isn't incapacitated.

South/Fire. If you roll a 1 or 2 on this weapon's damage roll, you can spend a charge to reroll the die and use the higher number.

East/Heaven. When you make a ranged attack with this weapon, you can spend a charge to ignore any magical effects affecting the AC of your target (ex. Shield, Haste, Mage Armor, etc.) unless they are negative.

West/Earth. When attacking at long range, you can spend a charge to ignore the disadvantage normally imposed on your ranged attack roll.

The history of archery in Korea goes far back, to the days of warring with different dynasties and people. In tandem with the trigrams that decorate the Taegukgi, this weapon calls upon the cardinal directions to guide its arrows straight and true. With a myriad of tactics and techniques at your disposal, become untouchable in the field of battle.

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IRONWOOD BANGMANGI

Weapon (greatclub), very rare (requires attunement)

A wooden club lined with iron spikes with a pommel depicting the face of a goblinoid Dokkaebi. Blue embers dance within the cracks of the wood. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding it, you gain a +1 bonus to spell attack rolls. While attuned to this weapon you are considered proficient with it.

Dokkaebi Magic. Any creature can cast a spell of 1st through 5th level into the club by touching the club as the spell is cast. The spell has no effect, other than to be stored in the club. Only one spell can be stored in the club at a time. If this club has a spell of at least 3rd level stored inside it, it gains the following benefits:

The bonuses to attack rolls, damage rolls, and spell attack rolls are increased to +2.

This weapon glows with blue flame, dealing an extra 1d8 fire damage to any target it hits.

While holding this club, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the club is no longer stored in it.

As there are goblins in the west, so there are Dokkaebi in the east. Legends tell of these creatures in all sorts of manner, from mischievous and tricky to benevolent and generous. To earn the favor of a Dokkaebi can result in immense gain, and to anger one in terrible misfortune. To wield the club of such a being is sure to aid one in battle, enhancing both their martial and arcane prowess to fend off any foe.

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THE STRIPED GUARDIAN

Armor (breastplate), rare (requires attunement)

Gifted from the majestic tigers of old, this armor confers boons that transcend the earthly realm to those deserving of it. While wearing this armor, you gain a +1 bonus to AC.

Horangi Claws. Your unarmed deal an additional 1d4 force damage and count as magical for the sake of overcoming resistances. When you score a critical hit with an unarmed strike against a creature the target must make a DC 14 Constitution saving throw. On a failed save the creature takes 2d4 necrotic damage at the start of each of its turns as it begins to bleed out. This effect lasts until the target or another creature within reach of it uses an action to staunch the bleeding.

This armor is imbued with the will of the great guardian tigers. One who shows true conviction and sacrifice may unlock this armor's true potential...

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THE STRIPED GUARDIAN, BAEKHO FORM

Armor (breastplate), legendary (requires attunement)

This armor's divine form is granted to one who has shown their willingness to sacrifice themselves for their convictions, imbuing them with incredible power. While wearing this armor, you gain a +3 bonus to AC.

Baekho. If you would die while attuned to the Striped Guardian while it is in its rare form, make a DC 22 Wisdom check. On a success, this item transforms to its legendary Baekho Form and you are revived at half your total hit points instead. The armor turns white with black stripes and your entire body turns stark white with the exception of your eyes.

Horangi Claws. Your unarmed strikes deal an additional 2d4 force damage and count as magical for the sake of overcoming resistances. When you score a critical hit with an unarmed strike against a creature the target must make a DC 17 Constitution saving throw. On a failed save the creature takes 6d4 necrotic damage at the start of each of its turns as it begins to bleed out. This effect lasts until the target or another creature within reach of it uses an action to staunch the bleeding.

Sansin Magic. This armor has 8 charges and regains all charges at the end of a long rest. You can cast one of the following spells (spell save DC 17) by expending the necessary number of charges: Detect Good and Evil (1 charge), Fog Cloud (2 charges; this cloud cannot be dispersed by wind and the area is not heavily obscured to you), Steel Wind Strike (4 charges; you do not need a weapon for material components and you can make unarmed strikes instead of melee spell attacks), Move Earth (6 charges), Astral Projection (7 charges; you can't take any other creatures with you).

If your attunement to this armor ends, this item reverts to its rare form.

Revered for their strength and beauty, the tiger holds a special place in the hearts of the Korean people. Considered a protector and symbol of virtue in the past, myth and legend abounds with mentions of the striped beast. Any that would reach 500 years of age would find their fur stark white and eyes piercing blue, ascended from beast to something greater. The Baekho would appear only before those of great virtue, and uphold the peace of the land for all time.

BIRTHDAY GIFTS 2023

Its that time of year again! The two of us here at The Mithral Canvas are celebrating our birthdays this month, so we're bringing you 3 items from each of our design. A goody bag of variety for celebrating with us.



BEASTHUNTER CATCHPOLE

Weapon (morningstar or halberd) , uncommon

This utilitarian weapon smattered with dried blood has a trigger mechanism that transforms it between a spiked cudgel and a grasping polearm. You can use a bonus action to swap it from a morningstar to a halberd or vice versa.

Transform Attack. When you use a bonus action to transform this weapon from a morningstar into a halberd, your next attack this turn can trap a creature within its spiked head. If you hit a creature with this attack you can attempt to grapple it within the halberd's head. If you successfully grapple it, the creature takes an additional 1d6 piercing damage. Each time the creature attempts to escape the grapple it takes 1d6 piercing damage.

When you use a bonus action to transform this weapon from a halberd into morningstar you can make a single additional attack with the morningstar this turn. If a creature was grappled in the halberd's head when you transformed it into a morningstar, that creature must make a strength saving throw or be knocked prone. The DC is equal to 8 + your Strength modifier + your proficiency bonus.

When the Plague of Beasts swept through the land, the line between man and monster became blurred. It twisted the people into horrible mockeries of the humanoid form that preyed on their kin. To combat the spreading monstrosities, the Hunters rose to prominence, capturing and dispatching the beasts with unmatched skill. However, as hunters looked upon their ranks and saw the mania in their eyes as they maimed and brutalized their prey, they could not help but wonder if they had traded one beast for another.

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ZEPHYR STEPPERS

Wondrous item, very rare (requires attunement)

With steps as light as a feather, you shall run like the wind. While wearing these boots your walking speed is increased by 10 feet and you cannot be moved against your will by wind or wind based spells.

Sylph Stride. Once per long rest while wearing these boots you can use a bonus action to wrap yourself in a cloak of wind. You gain the following benefits for 10 minutes:

You gain a flying speed equal to your walking speed. At the end of your turn, you fall if still aloft unless you can stop the fall.

Any creature that makes an opportunity attack against you has disadvantage on the attack roll.

You can move through a hostile creature's space even if the creature is not two sizes larger or smaller than you, and another creature's space is not considered difficult terrain for you.

Gale Force. When you take the dash action, you can make a single unarmed strike against each creature you move within 5 feet of on that turn, even if the number of attacks you make exceeds your normal limit.

A creature can be attacked this way only once per turn. You can use this property twice before finishing a long rest.

"Leave your goods and maybe you'll live t'see another day mister!" the bandit captain demanded, his band of miscreants cackling around him. Their quarry, a lone traveler upon the empty roads, remained silent as the brigands continued to rain every manner of vulgarity upon him. Impatience got the better of the leader, and he reached out to grab hold of the traveler's hood. Yet his grasp found only air, followed by a terrible wind that howled to life. The twister vanished just as quick as it had appeared, leaving in its wake the bruised and battered bodies of the band. The traveler, unscathed, continued down the path, his boots now gleaming with emerald winds.

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DESPERADO DUSTER

Wondrous item, rare (requires attunement)

This stylish and intimidating coat is a favorite of outlaws across the frontier. Through subtle magic, it enhances the stealth and intimidating presence of the wearer while providing protection from the elements. While wearing this coat you ignore the effects of extreme heat and cold between -50 and 150 degrees Fahrenheit as well as difficult terrain caused by desert environments.

Deep Pockets. While wearing this coat, creatures have disadvantage on checks to discover weapons and items on your person as long as the weapons don't have the versatile, two-handed, or heavy properties.

Ace in the Hole. You can use an action to reveal a weapon concealed on your person, choosing a number of creatures up to your proficiency bonus within 60 feet that can see you and the weapon. Those creatures must make a Wisdom saving throw or be frightened of you for 1 minute. While frightened this way, the creature has disadvantage on initiative rolls. A creature can repeat the save at the end of its turn to end the effect. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this property for 24 hours. The DC is equal to 8 + your Charisma modifier + your proficiency bonus, adding a bonus to it based on the rarity of the weapon revealed (uncommon: +1, rare: +2, very rare: +3, legendary: +4, artifact: +5). After you use this feature, roll 1d6. On a 1-4, you cannot use this property again until you finish a long rest.

In the Frontier, you're bound to run into some cold and standoffish types. People who can freeze the blood in your veins with a look. More often or not it's a survival technique, a fabricated facade to avoid at least one of the near-daily confrontations common in outlaw country, but a fight usually breaks out anyway. The real terror is when they can back up the look. When they hold a hand over some wild weapon with insane destructive potential. If you wield real power in this dusty expanse, you'll send any who meet your eyes running home with their tail between their legs.



PYROCLASM

Weapon (longbow), legendary (requires attunement)

This scorching bow sends searing missiles raining through the air like a devastating eruption. You gain a +3 bonus to attack and damage rolls you make with this magic weapon. When you make a ranged attack with this weapon, you can add your Strength modifier to attack and damage rolls instead of your Dexterity modifier.

This weapon has 10 charges and regains 1d10+3 charges after a long rest. While you are attuned to this weapon, if a creature other than yourself touches it, this weapon is considered to be under the effects of the Heat Metal spell.

Ashfall. As an action you can spend 3 charges to fire a piece of nonmagical ammunition from this weapon at a point within 120 feet of you and create a 20-foot radius cloud of volcanic ash centered on the point. Each creature within its area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 2d6 fire damage and 2d6 poison damage and is blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, it takes half as much damage and isn't blinded.

Lava Plume. When you make a ranged attack with this weapon you can spend any number of charges to have your ammunition become like molten slag. On a hit, the target takes 1d10 fire damage. Hit or miss, the ammunition explodes in a ball of molten lava. The area of effect is a sphere whose radius is 5 feet times the number of charges spent. The target and each creature within the area of effect must make a DC 17 Dexterity saving throw. On a failed save a creature takes 1d8 fire damage and 1d8 bludgeoning damage per charge, or half as much damage on a successful one. Flammable objects that aren't being worn or carried within the radius are ignited.

If you spend 8 or more charges to use this property, roll a d10. On a 1, this weapon crumbles into ashes and is destroyed. In 1d10 days, a random volcano on the same plane of existence on which the weapon was destroyed erupts as the weapon reforms within.

Fire. Searing the land. Plumes of endless smoke blot out the skies as the seas roil and churn. With every passing second, more of the earth vanishes beneath an avalanche of ash and lava consuming all before it. A hellscape made manifest upon our world, forces beyond our control, the end of times descends one fiery projectile after another.

Now, harness that might. And let your enemies never forget; nothing stands before the molten fury of the land.



STAFF OF THE SANGROMANCER

Staff, very rare (requires attunement by a spellcaster)

A staff created from the solidified blood of a vampiric mage. While attuned to this staff, it merges with your own blood. You can use a bonus action to cause the staff to liquify and retract into your veins or reform in an open hand. While you hold it, you gain a +1 bonus to spell attack rolls.

Vitae Arcanum. While holding this staff you can use your own life force to cast spells. In place of a spell slot, you can choose to expend a number of unspent hit dice equal to the spells level. If you do, roll each hit die, taking necrotic damage equal to the number rolled. This damage cannot be reduced in any way. A spell cast this way cannot be higher than 5th level or higher than your highest level spell slot. Your spell save DC for a spell cast this way is increased by 2 and if the spell would deal damage, it deals necrotic damage instead.

Dark Puppeteer. You can cast Hold Monster from this staff without expending a spell slot. A creature that does not have any blood in its body, such as constructs, succeeds automatically. On your turn you can move the held creature up to 15 feet in any direction using a bonus action. You can use your action to cause the held creature to immediately make a single melee attack against a target of your choice. Whenever a creature fails its Wisdom save to escape it takes necrotic damage equal to 1d8 + your spellcasting modifier.

Once you use this feature it can't be used again until you finish a long rest. You can cast Hold Monster with this property again by using any spell slots you have of the appropriate level or by using Vitae Arcanum.

Curse. When you attune to this staff, its vampiric blood infects your own. You cannot end your attunement to the staff while cursed this way. Your creature type becomes undead, you gain the Sunlight Sensitivity feature. Additionally, you must consume 1 vial of humanoid blood every 24 hours. If you do not, you cannot gain the benefits of a long rest until you do so. This curse can only be removed after finding and slaying the vampire whose blood was used to make the staff.

Blood is life. Eons of history course through the veins of the living. Endless power waiting to be unlocked by one proficient in its extraction. Blood mages can access this font of arcane vitality, restricting its flow in others or causing their spells to surge with life. The cost of this power can be draining, but a true sangromancer can always find a way to renew their strength. After all, blood is life...



WALL OF TITANIC COVETOUSNESS

Armor (shield), artifact (requires attunement)

An opulent golden shield emblazoned with the embodiment of greed, featuring a small slot at its center. While holding this shield you gain a +3 bonus to your AC. This shield has 10 charges and regains 1d10+1 charges after a long rest. As an action you can insert gold pieces into the slot of this shield which regains 1 charge for every 1000 gold pieces inserted.

While attuned to this shield you can sense the presence of all gold within 100 feet of you which is surrounded by bright yellow aura even if it is hidden or behind an obstacle that would block your vision.

Too Big to Fail. You can cast one of the following spells (spell save DC 17) by expending the necessary number of charges: Distort Value (1 charge), Incite Greed (3 charges), Secret Chest (4 charges), Find the Path (6 charges).

Charitable Donation. As a bonus action you can insert gold pieces into the slot of this shield and gain a barrier of protection. If you do, you gain 1 temporary hit point for every 10 gold pieces inserted into the shield to a maximum of 25. While you have these temporary hit points you are immune to being charmed as an aura of avarice keeps your mind from outside influence.

Bailout. When you take damage, you can use your reaction to spend 3 charges to force a creature within 30 feet of you to make a contested Charisma check. If the chosen creature is a friendly creature, it makes this check with disadvantage. If you succeed, the chosen creature takes the damage instead, and suffers any additional effects.

Curse: Unethical Consumption. This shield is cursed.

Attuning it curses you until you die or the shield is destroyed. Each day you must feed this shield a debt of 50 gold pieces (gold pieces fed to this shield as part of the Charitable Donation property do not count towards this debt). Each day you do not pay the debt, your hit point maximum decreases by 10 (3d6) and the debt increases by 50 gold pieces for every 24 hours that elapse (ex. 50 gold on the first day, 100 gold on the second day, etc.). Once you have paid the total debt your hit point maximum is restored. If this curse reduces your hit point maximum to 0, you immediately die.

If you die while attuned to this shield you can be restored to life only by a Wish spell.

Destroying the Shield. To destroy this shield you must give away 100 gold pieces to another creature without receiving anything in return every day for one year. If you do so, this shield crumbles into ashes and is destroyed, and all of the gold it has eaten is released.

“Greed is good.” The hallowed chorus of those devoted body and soul to the Golden Swine, herald of riches and bringer of demise. A being born of an emotion so base and primal that to deny him is to deny the nature of our very world. All who succumb to his beckoning song are subservient to his whims forever more, blind to the pain and destruction left in his wake. With each wicked offering upon his altar, he feasts eternal upon his infinite hoard of riches and bones.

SIGNS FROM THE STARS

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



SHOOTING STARS

Wondrous item, varies (requires attunement)

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

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

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

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

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

Hot Headed. Creatures that are surprised or haven't taken a turn yet have disadvantage on saving throws against the Headlong Rush property.

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

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

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

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



HEAVY CROWN

Wondrous item, varies (requires attunement)

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

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

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

Very Rare.

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

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

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

The ground and any other surfaces within the radius are considered difficult terrain for creatures other than you and creatures in the radius cannot teleport or be teleported.

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

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

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

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

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

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

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



DOUBLE TROUBLE

Weapon (dagger), varies (requires attunement)

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

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

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

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

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

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

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

When your Twin is targeted by an attack made by a creature you can see, you can use your reaction to teleport within 5 feet of them. If you do, your Twin gains a bonus to their AC equal to your Dexterity modifier until the start of their next turn. You must use this property before the attacker rolls for their attack.

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

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

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

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



OLD GUARD

Armor (shield), varies (requires attunement)

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

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

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

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

Very Rare. The shield's bonus to AC increases to +2. You can use the Bulwark property twice before finishing a long rest and its range increases to 20 feet.

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

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

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

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



HIGH STANDARD

Wondrous item, varies (requires attunement)

A tall, starry banner held aloft in a metallic lion's maw. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

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

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

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

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

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

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

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

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

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

You ignore difficult terrain.

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

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



BRIGHT IDEA

Wondrous item, varies (requires attunement)

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

Rare. This item has a number of charges equal to your Intelligence modifier and regains all charges daily at dawn. When you attune to this item, you can learn one additional cantrip of your choice that you can cast while attuned to this item.

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

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

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

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

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

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

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

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

Legendary. When you use the Rewrite property you can choose to alter the affected spell in one additional way without spending an additional charge. When a creature within 120 feet of you casts a spell, you are aware of it and know the direction of the caster as you can sense all the magic around you.

Overrule. Your mastery of the arcane arts has advanced to such a degree that all magic is at your beck and call. You can use your reaction to use the Rewrite property to alter spells cast by other creatures within 120 feet of you. An unwilling creature must succeed on an Intelligence (Arcana) check contested by your Intelligence (Arcana) check.

The Rewrite property gains the following ways to alter a spell:

Diminish: If the spell deals damage, reroll any damage dice that rolled for maximum damage.

Redirect: If the spell targets one creature, you can redirect the spell to target another creature within range of the original caster.

Virgo. The analyst. The processor. Ever-calculating and never resting, the Maiden does not rest upon the shoulders of giants when there is work to be done. Through meticulous study and trial and effort they chase their ideals, changing anything and everything to suit their desires. If there is no easy answer, you must simply make one: carve your own path forward and shatter these systems that threaten to shackle your brilliance.



FAIR PLAY

Staff, varies (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).

Rare. 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.

Very Rare. 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. When you roll for initiative and have no Karma points, you gain 2 Karma points.

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).

Legendary. When you roll for initiative and have no Karma points, you gain 3 Karma points. The range of the Lucky Break property is increased to 60 feet. The Adjudicate property can also be used to negate effects that affect the rolls of hostile creatures (ex. 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.

Libra. The just. The equalizer. The Scale understands that life is not fair. Injustices and wrongdoings plague the world, leaving scars across the bodies and minds of the populace. The Libra, in turn, tips the scales back in their favor and brings harmony to those around them. Bring balance to the world, equilibrium must be reached.



FINGER TRAP

Wondrous item, varies (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).

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

When you trigger a Coordinate Point as part of a property of this item, the Coordinate Point disappears.

Scheme. As part of placing a Coordinate Point or as a bonus action, you can trigger a Coordinate Point within 60 feet of you to teleport to it, appearing in an unoccupied space within 5 feet of the Coordinate Point.

Very Rare. You can now place and teleport to Coordinate Points up to 100 feet from you.

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.

Legendary. You can now teleport to Coordinate Points as long as they are on the same plane of existence as you. If this item has no charges when you roll for initiative, it gains 2 charges.

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. When you do, a 5-foot-wide line of concentrated astral energy fires between each triggered point within 60 feet of another. Each creature in one or more of the lines between any activated Coordinate Points 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.

Scorpio. The patient. The schemer. Few are as prepared for the ever changing conditions of battle as the Scorpion, lying in wait with a myriad of plans and schemes to thwart their enemies. Those foolish enough to cross your path shall soon learn the error of their ways as every step brings them closer to their demise. Always remember; victory is decided before the battle is even fought.



LONG SHOT

Weapon (longbow), varies (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.

Rare. 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.

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

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.

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

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.

Sagittarius. The inquisitive. The adaptable. No matter the situation, the Archer is at the ready. On a landscape as tumultuous and unpredictable as the field of combat, the ability to shift and change to ever changing conditions is an invaluable asset. Never let anyone get the better of you, you've got too much imagination to let that happen.



TICK TOCK

Wondrous item, varies (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).

Rare. 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.

Very Rare. You can use the Time Crunch property twice per long rest before you begin to gain levels of exhaustion.

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.

Legendary. 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.

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.

Capricorn. The relentless. The visionary. Always thinking how to get one step ahead of the competition, the Sea Goat carves their own path. And when any obstacles do appear to halt their advance, it only takes a moment more for them to navigate past it as if they already knew the way. No matter the issues, never forget; time is on your side.

FLOW STATE

Weapon (any melee), varies (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).

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

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.

Very Rare. The bonus to attack and damage rolls is increased to +2. This weapon deals an additional 1d6 force damage on a hit.

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.

Legendary. The true potential of this weapon has finally been revealed. The bonus to attack and damage rolls is increased to +3. This weapon deals an additional 2d6 force damage on a hit.

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.

Aquarius. The curious. The visualizer. While most see life as nothing but endless struggle, the Water-Bearer sees inspiration. Puzzles with solutions found from perspectives only they can view, unbound by convention and expectation. With the whole world at your fingertips, there is no limit to the possibilities.



TOUGH LOVE

Weapon (light hammer), varies (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.

Rare. 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.

Very Rare. The bonus to attack and damage rolls increases to +2. While holding this weapon you have advantage on saving throws against enchantment spells.

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.

Legendary. The bonus to attack and damage rolls increases to +3. While holding this weapon you cannot be affected by enchantment spells of 4th level or lower against your will.

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.

Pisces. The sensitive. The fantastic. No one understands the heart and soul as well as the Fish, swimmer of the emotional seas. Through joy and pain, hope and fear, you shall keep your friends and allies clear of any unwanted attention. Find your eternal partner, and guide them through the hardships ahead with your loving grace.

SWORDTEMBER IV

Once again we celebrate the event that started it all!



BLOODY BODKIN

Weapon (dagger), uncommon

This magic weapon can be used as a spellcasting focus. You gain a +1 bonus to attack and damage rolls made with this weapon, as well as a +1 bonus to spell attack rolls you make while holding it.

The hilt of this dagger is a sturdy glass vial, and the blade is hollow with a hole near the tip. When you roll the maximum number on a damage die of this weapon on an attack against a creature or if you hit a creature that is incapacitated, the vial instantly fills with the target's blood. While the vial is full of blood, it cannot collect another creature's blood until emptied. Creatures without blood are immune to this effect.

Blood Thread. When you cast a spell while holding this dagger, you can add the vial of blood contained in it to the spell's material components (if any), which is consumed as part of the spell. If the creature whose blood was used as part of casting the spell is affected by the spell and must make a saving throw, it makes its saving throw with disadvantage.

Blood. The scarlet river coursing through us all, the thread that keeps us tethered to this mortal coil. As such, there is no medium more powerful and resource as precious to the practitioners of the dark arts. Yet as most are loathe to part with their sanguine fluids, creative measures were taken by the witches of yore to extract this vital ingredient with expediency.

IMAGES | CARDS



SYNDICATE

Weapon (dagger), very rare (requires attunement)

A curved iron throwing knife with an open eye at its pommel. You gain a +2 bonus to attack and damage rolls made with this magic item.

Hidden Blades. As a bonus action while holding this weapon you can create a shadowy duplicate of it. You can produce a maximum number of duplicates equal to your proficiency bonus, and creating more duplicates than the maximum number causes the first duplicate to vanish into mist. These duplicates have the following benefits:

Attack and damage rolls made with this magic weapon gain a +1 bonus.

While a creature has one of these duplicates on their person they are veiled in shadow and silence, granting them a bonus to Dexterity (Stealth) checks equal to your proficiency bonus. You can only benefit from this property once.

To notice this weapon and ascertain its true nature without magical means (ex. Detect Magic, Truesight, etc.), a creature must have a passive Wisdom (Perception) of 17 or higher. This weapon can be destroyed by the Dispel Magic spell or similar magic.

Many Eyes. As an action, you can see and hear through a duplicate produced by the Hidden Blades property as if you were there. During this time, you are deaf and blind with regard to your own senses.

Clean Up. If a creature takes damage from a duplicate produced by the Hidden Blades property, you have advantage on attacks made against that creature with this weapon until the end of your next turn.

Many rogues live the life of the stoic loner, singular criminals out for only their own gain. The greatest of sneak-thieves know that there is strength in numbers. Building a network of little birds, an expert "Uncle" can rise to a level of infamy unattainable by a single individual. A well organized group can acquire exponentially more information, and information is the most expensive commodity on the market.

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HARBINGER

Weapon (shortsword), very rare (requires attunement by a spellcaster)

This item appears to be a crystal ball on the end of a short hilt. While grasping the hilt, you can use a bonus action to cause a blade of psychic energy to form atop the crystal, or make the blade disappear. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which deals psychic damage instead of piercing damage. While holding this weapon, you can use it as a spellcasting focus and Divination spells you cast gain a +2 bonus to their spell save DC.

Foretell. When you hit a creature with this weapon, the creature gains an Omen point. If a creature has not been hit by this weapon for 1 hour, it loses all Omen points.

Bad Sign. When a creature with an Omen point makes an attack roll or saving throw while you are within 5 feet of it, it loses 1 Omen point and makes its roll with disadvantage.

Grim Portent. You enter a target's mind to reveal every horrible fate that could befall them. Once per long rest, you can cast the Phantasmal Killer spell without expending a spell slot, targeting a creature that has at least one Omen Point. The target immediately loses all Omen points and makes its saving throw with a -1 penalty for each Omen point it loses. This penalty only applies to the initial saving throw against the Phantasmal Killer spell.

Axe in hand, the raider towered over the elderly prophet. It would take a miracle to save his life now. Grinning wide, the brute raised his weapon on high, expecting the frail old man to cower in fear with his precious final moments.

Yet all the prophet could see were possibilities. Infinite futures and options at their disposal even on the brink of death. A wayward pebble perhaps, to topple the giant? Maybe the dust blowing in the wind to blind them? Or perhaps a more sinister means, pulled from the future itself? If it would take a miracle, he would make it himself; he could see his victory was all but assured.



ERLIDIWR, THE EVERHUNT

Weapon (double-bladed scimitar), legendary (requires attunement)

An elegant weapon bestowed upon the greatest hunter of the Fey Courts. One blade depicts a wolf, the other a sheep, representing the endless dance of predator and prey. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Relentless Pursuit. You can cast the Hunter's Mark spell at will. If you cast the Hunter's Mark spell while attuned to this weapon, it gains the following traits:

The spell's duration becomes "until dispelled".

Weapon attacks you make against your quarry deal an extra 1d6 damage and ignore half and three-quarters cover.

Beast Master. This weapon has a number of Menagerie slots equal to half your character level (minimum of 1). While holding this weapon you can perform a 10-minute ritual over the corpse of a beast or monstrosity killed within the past 24 hours, storing its spirit inside this weapon. A stored spirit occupies a number of Menagerie slots (minimum of 1) equal to its CR.

If this weapon does not have enough Menagerie slots to store the spirit, the ritual fails. You can choose to release any number of spirits stored within this weapon as part of the ritual, freeing up space.

Hunting Party. While holding this weapon, you can use an action to call upon a creature's spirit stored within it. The spirit appears as a spectral version of itself in an unoccupied space within 5 feet of you. A spirit summoned in this way acts immediately after you and any other previously summoned creature spirits and follows your verbal commands (no action required). If you do not issue a command, the creature simply follows and defends you to the best of its ability.

A summoned spirit remains for 1 minute, after which it is automatically stored back in this weapon and cannot be summoned again until you finish a long rest. If a spirit is reduced to 0 hit points, it passes on and cannot be summoned again, freeing up any menagerie slots it occupied.

Since the dawn of existence itself, the allure of our mysterious realm has beckoned to those seeking to plunder and pillage that which we hold sacred. After millennia of weathering a scourge as endless as the tide, a proper response was made necessary; a guardian of the grove.

No matter how many invaders assail our woods, the keeper shall meet them with steel and fang, with wind and song. The flutter of wings and rustling of fur shall guide him, the chorus of our lands echoing his every step. The hunt is eternal, and his watch shall meet it in kind.



ARMIGER'S VOW

Weapon (longsword), very rare (requires attunement)

A regal longsword inlaid with ornate filigree. Elegant magical designs adorn its form, displaying the heraldry of the wielder's charge. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Oathsworn. As a bonus action while holding this weapon you can have the magical energy within this weapon come alive and choose one of the following forms for this weapon to take, or have this weapon change from one form to the other.

Sword. While in this form the blade of this weapon is enhanced by magical energy. This weapon deals an additional damage die on a hit. While you are holding this weapon, an allied creature can use a bonus action to order you to strike. You can use your reaction to make a single attack with this weapon against a target in range. If the ally has the noble background or is considered royalty, you can make two attacks instead.

Shield. Magical energy forms a solid barrier around this weapon transforming it from a weapon into a shield. You gain a +2 bonus to your AC while holding this shield. As an action while you are holding this shield you can choose to protect one willing creature within 5 feet of you. Until the start of your next turn that creature gains a bonus to their AC equal to your proficiency bonus as long as you are within 5 feet of them. If the creature has the noble background or is considered royalty, that bonus is doubled.

Upon this blessed blade, I swear my iron creed

For country shall I fight, for king shall I bleed

'Gainst any fiend and any foe, stalwart I will stand

Mighty and strong, I aim to follow my master's command

I am the steel at his arm, the might of his shield

And upon this blade I swear, never shall I yield



THE ALCHEMY TABLE

Weapon (greatsword), very rare

A wide slab of sharpened metal with brass engineering grafted to its surface. Alchemical markings are etched into the surface, as well as evidence of several volatile reactions. You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon can hold up to 5 charges.

Transmutation. You can perform a one-hour ritual using Alchemist's Supplies and 10 pounds of material from a creature to infuse this weapon with the creature's natural characteristics. If you have proficiency with Alchemist's Supplies you only need 5 pounds of material.

When you do, this weapon gains 5 charges and you choose a damage type the creature whose material was used in the ritual can innately deal (ex. if using a Mind Flayer you can choose between piercing and psychic) as this weapon produces vestiges of the creature's power to enhance itself. As long as this weapon has at least 1 charge, it deals an additional 1d6 damage on a hit of the chosen type.

Elemental Ignition. As an action, you can expend any number of charges to release a burst of energy from this weapon originating from you, choosing one of the three shapes below. Each other creature in the area must make a Dexterity saving throw where the DC is equal to 10 + the number of charges spent. On a failed save the creature takes 1d12 damage, or half as much damage on a successful one. The type of damage dealt is the same as the type dealt by the Transmute property, and the size of the area of effect is determined by the number of charges spent:

Sphere: 5 feet per charge

Cone: 10 feet per charge.

Line: 15 feet per charge.

The art of alchemy is one requiring ingenuity and resourcefulness. But the matter of equipment in the field is a less contested matter, as an artisan is only ever as good as the tools available to them. To solve this issue, a massive endeavor was put forth in the development of a singular piece of alchemical science to allow for experimentation and discovery out and about. Little could be done about the table's weightiness, but its efficiency was indisputable (provided our members could lug the slab about).



WITHER

Weapon (shortsword), varies (requires attunement)

A seemingly ancient kris blade with a handle of desiccated hide.

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

Sadistic Strikes. You have advantage on melee attack rolls with this weapon against any creature that has less than half of its hit points.

Syphoning Strike. When you score a critical hit on a creature, that creature must make a Constitution saving throw. The DC is equal to 8 + your constitution bonus + your proficiency bonus. On a failed save, the creature ages a number of years equal to the amount of damage dealt. You gain temporary hit points equal to half the number of years they age.

Very Rare. A seemingly ancient kris blade with a handle of squirming flesh encroaching on the decaying edge. When this weapon has aged creatures a total of 500 years with the Syphoning Strike property, it transforms into its very rare form. The bonus to attack rolls and damage rolls is increased to +2. The DC for Syphoning Strike increases to 10 + your constitution bonus + your proficiency bonus.

Sanguine Sword. When you hit a creature with this weapon, you can spend a hit die to amplify your strike. Roll the hit die spent and deal an additional amount of necrotic damage equal to the number rolled.

Curse. This weapon is cursed and attuning to it extends the curse to you. You cannot remove the curse by any means other than a spell of 7th level or higher or equivalent effects. While cursed this way, each day that passes since you have killed a creature that has an Intelligence score of 4 or higher, roll 1d10. Your age increases by a number of years equal to the number rolled and your hit point maximum is reduced by the same amount. Each time you kill a creature that has an Intelligence score of 4 or higher or a creature that has an Intelligence score of 4 or higher fails against the Syphoning Strike property, roll a d10. Your hit point maximum is restored by the number rolled and your age reduces that many years. If you die while cursed this way your body ages rapidly until only dust remains.

Vance had found the odd blade amidst discarded weapons, only keeping due to an interest in its peculiar look. And after a day with his new blade in tow, he could swear himself lighter, faster, perhaps even younger. Pleased with its performance, Vance happily kept his new trusty weapon by his side, ignorant to the creeping flesh stirring within.

It only took but a few days for the wrinkles to set in, for his hair to begin turning white as his joints creaked and his bones ached. Terrified and desperate, Vance understood the horrendous task now set before him. As he reclaimed his original youthful luster, the grotesque meat grew in kind, swallowing the original metal beneath a quivering, squelching mass.



VERITAS

Weapon (rapier), legendary (requires attunement)

The weapon of an inquisitor, this elegant rapier was designed to extract the truth by any means necessary, and punish lies without remorse. You gain a +3 bonus to attack and damage rolls made with this magic weapon. While attuned to this weapon you gain proficiency in Insight. If you already have proficiency in Insight, you gain expertise in Insight instead.

White Lie. Trickery and deceit are invaluable weapons in uncovering the truth. While holding this weapon you can cast one of the following spells without expending a spell slot: Disguise Self, Pass Without Trace, Nondetection.

Once a spell has been cast in this way, you can't cast that spell again until you finish a long rest.

Candor. When you hit a creature with this weapon, you can choose to let go of it and leave it stuck in the target. A creature other than yourself that attempts to remove the weapon must make a DC 20 Charisma check to remove it as its truth seeking magic hooks into flesh.

While a creature is stuck with this weapon, it can't tell a deliberate lie. An affected creature can avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answer as long as it remains within the boundaries of the truth.

Brutal Honesty. If a creature has told a deliberate lie in the past hour, it takes an additional 1d8 force damage when hit with this weapon as it seeks to punish any falsities.

Truth. A tricky thing. Borderline impossible to parse from lies and fabrications when both pass as smoothly from between the lips of one with a silver tongue. Mere insight and intuition prove insufficient in the face of such talented storytellers.

Thus, a question was put forth. A simple, singular question, with no other goal or motive than to uncover pure, undiluted, truth. And as was quickly learned, consequences most dire would fall upon any foolish enough to betray the trust implicit in that question.



HELLBRINGER

Weapon (greatsword), legendary (requires attunement)

A massive sword composed of otherworldly flesh and bone. A glowing eye stares out from its hilt with burning intensity, and the blade chitters like a ravenous maw. You gain a +3 bonus to attack and damage rolls made with this magic weapon which deals an additional 1d6 fire damage on a hit. This weapon has 6 charges and regains all charges after a long rest.

Hot Foot. While holding this weapon, you can spend 2 charges to cast the Blink spell without expending a spell slot. If you cast the spell in this way, you appear in a fiery space that resembles the Lower Planes instead of the Ethereal Plane.

When you reappear, your form carries with it the heat and power of the Lower Planes. Until the spell ends, your movement speed is increased by 10 feet and your melee attacks deal an additional 1d6 fire damage until the start of your turn.

Fiery Friends. As an action you can spend a number of charges and stab this weapon into the ground to create a portal to the Lower Planes. You can summon a number of Fiend type creatures whose combined total CR is equal to the number of charges spent in unoccupied spaces you can see within 60 feet of you. Each summoned creature counts for a minimum of 1 charge.

The summoned creatures are hostile to all creatures other than themselves and disappear after one hour or when they drop to 0 hit points.

Hell Bound. You can stab this weapon into the ground to cast the Plane Shift spell (DC 17) without requiring any material components, as this weapon is naturally attuned to the Lower Planes. If you cast the spell in this way, you can choose to teleport yourself and up to eight willing creatures within 40 feet of you. The affected creatures can only be teleported from the Material Plane to the Lower Planes or vice-versa.

Once you use this property it can't be used again until you finish a long rest.

The uncomfortable silence hovered over the battlefield that had been alive with the sounds of combat mere hours ago. The remaining soldiers dragged the bodies of the fallen to hastily dug graves. The sulfurous stench of demons and devils still lingered long after the battle had been won, dampening the mood even more. Yet those who had survived celebrated inwardly, elated to still be drawing breath after such a hideous encounter. They had endured, and they would return home as heroes and legends for their deeds.

Abruptly, the air turned harsh with the scent of iron as the soldiers stood at attention. There upon the rise stood a singular form, gripping a jagged blade that seemed to eye the battalion from above with wicked glee. With not a word, the maw of the hideous greatsword wrenched open to welcome the terrible fires and screams from its home, and a new thronging wave of cackling fiends barreled down upon the hapless knights.

There would be no heroes today, no legends born. On this day, there would only be chaos, suffering, and death.

THE CURSE OF BILLY CROSS

"We sail, We sail across the sea, But never see the shore. Our bones now creak, our souls now seek, To sail forevermore..."



SOULGLEAM LANTERN

Wondrous item, uncommon

A tarnished metal lantern pulled from the murky depths. While holding this lantern you can use it as a spellcasting focus. This lantern can hold up to 3 charges and regains a charge when a humanoid creature is killed within 20 feet of it.

Deathly Glow. As a bonus action, you can spend a charge to light this lantern with a ghastly luminescence. While lit, this lantern emits a cold bright light in a 30-foot cone and dim light for an additional 15 feet for 1 hour or until you use a bonus action to extinguish the light. While in the bright light, creatures cannot regain hit points. You can choose what direction you aim the cone on your turn (no action required). This light cannot be smothered or quenched, but if the Turn Undead feature is used while this lantern is in range, goes dark and cannot be lit for 24 hours.

Many a tale be spun 'buot ol' Billy Cross, most fearsome pirate to fly the skull and bones. Wicked with both tongue and blade, his rampage 'cross the seas left a legacy spread so far and wide that it lives on to this very day. Even now, decent sailors and ruthless pirates alike be wary of any lights of a spectral persuasion seen adrift the open waters, for it was said the cold flame within Billy's lantern hungered eternal for the souls of his victims.



DEAD MAN'S SHOT

Weapon (pistol), rare (requires attunement)

A rotten, barnacle-ridden firearm seething with murderous intent. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Haunted Shot. As a bonus action you can spend a hit die to instill this weapon with a part of your own ruthless spirit. Roll the spent hit die and take an amount of necrotic damage equal to the number rolled (this damage can't be reduced in any way) and this weapon gains the following benefits:

The bonus to attack and damage rolls is increased to +2 against humanoid creatures.

This weapon deals an additional 1d4 necrotic damage on a hit.

If you score a critical hit against a creature with a ranged attack made with this weapon, the target must make a DC 15 Wisdom saving throw or become frightened of you for 1 minute. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

These benefits last until you make a number of ranged attacks with this weapon equal to the number rolled on the hit die plus one, or finish a short or long rest.

Over the years, many would cross blades with Billy atop his trusty ship. Of those fortunate few, or perhaps unfortunate few, that lived to tell the tale, they struggled to find the words to properly convey the terror instilled upon them after staring down the barrels of Cross' vicious firearms. Indeed, survivors found mere hours later would appear visibly aged, hair stark white as though their very spirits had been ravaged in the harrowing battle.



TRENCH WALKERS

Wondrous item, rare

These well-worn, waterlogged boots carry with them the weight of age, experience, and loss.

While wearing these boots you gain a swim speed equal to your walking speed and can choose to walk on water as though affected by the Water Walk spell.

Sinking Stone. As a bonus action you can have these boots sink you to the bottom of the body of water you are standing on, descending at a rate of 60 feet per round until you land or choose to end this effect. While underwater you can reverse the effect as a bonus action and be carried to the surface at a rate of 60 feet per round.

In all the years Billy prowled the seas, few'd ever hope to understand his tactics, perplexing and stupefying as they were. 'Twas' short time before contradictory tales were being spoken from those who survived their encounters. Some told of Billy walking onto their deck with nary a ship in sight, whilst others swore they witnessed him rise from the watery depths. Such stories only further obfuscated how Billy was able to thwart his prey, ensuring his stratagems remained a mystery.

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SODDEN OVERCOAT

Wondrous item, very rare (requires attunement)

Drenched and miserable, this overcoat still commands respect due for a captain. While wearing this coat you have advantage on attack rolls against frightened creatures.

Waterlogged. When you kill a humanoid creature, you gain 1d4 + 4 temporary hit points. While you have these temporary hit points, you have resistance to fire damage and you have advantage on saving throws against being moved against your will.

Bloody Visage. As an action while wearing this coat, you can cast the Fear spell, terrorizing your foes with the ghastly nature of this coat. The DC is 16 or your spell save DC, whichever is higher. If you have killed a humanoid creature in the past minute, the DC is raised to by 2. Once you use this property it can't be used again until you finish a long rest.

'Twas only a matter of time 'fore a menagerie of pirates saw fit to take matters into their own hands, vowing to hunt down the Duke. And hunt him they did, surrounding ol' Billy and crew ten to one, thinking they had the mighty Duke dead to rights. Yet no matter how many blows rained down upon him, Billy stood again and again like a man possessed, refusing to die at the hands of scoundrels too cowardly to face him in a fair fight. At last the sun set upon a scarlet sea and Billy's legacy was all but set in stone.

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LAMENT

Weapon (scimitar), legendary (requires attunement)

This ghastly blade drips with an everflowing stream of sea water. It gleams with the fading light seen by a drowning man. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this weapon, you can choose to ignore any temporary hit points the target has. This weapon has 6 charges and regains all charges after a long rest.

Depth Summon. While holding this weapon you can spend 2 charges to cast the Hunger of Hadar spell without expending a spell slot. The DC is 16 or your spell save DC, whichever is higher.

Grave Calling. When you reduce a humanoid creature to 0 hit points with this weapon, you can spend a charge to force the target to make a DC 16 Charisma saving throw. On a failed save, the target instantly dies as its soul and physical form are torn apart.

The creature's body turns into a Ghoul and a Specter appears in an unoccupied spot within 5 feet of it. As a bonus action on each of your turns, you can mentally command any creature created by this weapon within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

After 24 hours or if you are killed, a creature created by this weapon turns to dust and disappears.

Long passed be the era of Billy Cross at his prime, galavanting across the seas without a care in the world. Yet all these years later there still be sightings of the Duke of the Waves, strode upon a ghastly vessel thought lost to the ocean depths. Decades later the Duke still sails, but his crew be long departed. Now the only company he keeps be the bodies and spirits of any poor devils unlucky enough to cross his path on a bad day. 'Tis said those who listen close can hear the mad Duke whispering to those hollow shells that once be fighting pirates, as though waiting for some response after years alone on the cruel seas.

INSTRUMENTS OF WAR

A band, much like an adventuring party, is greater than the sum of its parts. Each individual player brings their own skills to the table with wildly different specifications, but it is when they work together that their true potential is unlocked. True harmony can be achieved, especially with someone to direct or conduct the troupe to unlock their fullest potential.



THE SOUND BARRIER

Armor (shield), rare

A brass gong fitted to be worn as a shield ringed with musical runes. While holding this shield you and creatures within 5 feet of you have resistance to thunder damage.

Resonance. This shield can hold up to 5 points of vibration. If you have proficiency with drums, it can hold up to 6 instead. When you take 10 or more bludgeoning or thunder damage from a single source (before applying the resistance), this shield gains a point of vibration for every 10 points of damage dealt. If this shield does not gain any more points of vibration for 1 hour, it loses all points of vibration.

As an action you can spend any number of points of vibration and slam the back of this shield to unleash a cone of tremendous noise. The size of the cone is increased by 15 feet for each point spent. Each creature in the area must make a Constitution saving throw where the DC is equal to 13 + the number of points spent. On a failed save the creature takes 1d12 thunder damage per point spent and is deafened. A creature that fails its save by 5 or more is also stunned until the end of your next turn. On a successful save, the creature takes half as much damage and suffers no other effects. The thunderous sound can be heard up to 100 feet away per charge spent.

Gortz was many things; friendly, hard-working, and loyal to a fault. But music was something a touch too complex for the goliath, requiring a musical ear and level of dexterity he did not have. Though the troupe accepted him nevertheless, being unable to contribute to their performances saddened the giant until he was granted the prestigious role of the Gongman. From that moment onward Gortz would signal the beginning and end of every show, beaming alongside his friends.



WHITE NOISE

Wondrous item (flute), rare (requires attunement)

A flute of white wood with golden accents and gleaming musical runes.

Lull. While holding this instrument you can cast one of the following spells (spell save DC 13): Silvery Barbs, Calm Emotions, Catnap. Once you use this item to cast a spell, you can't cast that spell again from it until the next dawn.

Static. As an action you can play an unsettlingly quiet tune from this instrument. Each creature within 30 feet of you that can hear you and is concentrating and creatures concentrating on a spell affecting a target within 30 feet of you must make a concentration saving throw where the DC is equal to 8 + your Charisma modifier. If you are proficient with flutes, pan flutes, or shawms you can add your proficiency bonus to the DC. On a failure, their concentration on the spell ends. Once you use this property you can't use it again until you finish a long rest, unless you spend a spell slot of 2nd level or higher to use it again.

With a face as sharp as a blade and a wit to match, Fiora tended to keep to herself whilst traveling with the troupe. Even when showers of praise and applause crashed upon her fellow musicians, the woman would simply return to camp and fetch herself a cup of tea in solitude. Some wondered why the band kept someone so cold amidst their comparably raucous company, but the answer came obviously to anyone who stayed for the music. As a flood of delicate notes poured from between her slender fingers, she always earned herself more than a few new fans by the end of the night.

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SECOND STRING

Wondrous item (viol), uncommon (requires attunement)

A beautiful violin with runes and strings that gleam with supportive magicks. When a creature you can see within 40 feet of you makes a performance check, you can use your reaction to play this instrument, adding your performance modifier to the roll by accompanying theirs with music.

Backing. While holding this instrument, if a spell attack roll by another creature that can hear you misses against a target within 40 feet of you, you can use your reaction to manipulate the spell and have the attacking creature repeat the roll against the same target. You can use this property a number of times equal to your proficiency bonus before finishing a long rest. If you have proficiency with viols, you can use this feature one additional time before finishing a long rest.

Many consider being the “accompaniment” a failure, seeing it as a position reserved for those incapable of standing front and center due to a lack of talent. Vivian saw it as a matter of pride. Though she was never in the spotlight or granted a solo performance, she knew that her duty to the orchestra was essential. Regardless of whether or not the audience recognized this, her masterful handling of tone that unified every other member of the troupe was the secret ingredient to their performances.

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THE BLUNT INSTRUMENT

Weapon (greatclub or maul), rare (requires attunement)

A large musical instrument reinforced and fitted to generate wondrous sound as well as bludgeon enemies. Versatile in the form it can take, one can be crafted as a number of different large instruments (dulcimer, bagpipes, drum, or horn). This weapon deals an additional 1d8 thunder damage on a hit. While attuned to this weapon you are considered proficient with the type of weapon it is.

Booming Noise. If you use this instrument as spellcasting focus to cast a spell that deals thunder damage, you can reroll any 1s rolled on the damage die. You must use the new roll. If you are proficient with the form of instrument of this weapon, anytime a spell you cast deals thunder damage to a creature, they must make a Constitution saving throw against your spell save DC. On a failure, they are deafened for 1 minute.

Staub was never one to mince words, speaking plain and true at all times even to the disgruntlement of others. They saw no value in coddling and obfuscation of truth when being harsh and direct would suffice. Just as they carried themselves in life, so did Staub perform on stage; loud, brash, impossible to ignore. The only thing more memorable than the blaring notes that Staub could coax from their instrument was the sight of it bashing the skulls of unruly attendees into the dirt.

IMAGES | CARDS



LOUD MOUTH

Wondrous item (horn or shawm), very rare (requires attunement)

A brass trumpet lovingly crafted with intricate designs. If you use this instrument as a spellcasting focus to cast a spell that affects a cone, the spell save DC is increased by 2 and the range of the cone is increased by 5 feet. If you are proficient with horns or shawms, the cone's range is increased by an additional 5 feet.

Taratantara. As an action you can blow through this instrument to produce a cone of thunderous noise. The size of the cone is equal to 10 times your Constitution modifier, and each creature in the area must make a Constitution saving throw. The DC is equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save the creature takes 6d10 thunder damage and is deafened until the end of your next turn. If the creature fails its saving throw by 5 or more, it is deafened and stunned until the end of your next turn instead. On a successful save, it takes half as much damage but suffers no additional effect. This sound can be heard up to 1 mile away.

Whenever you use this property again before taking a long rest, you gain one level of exhaustion.

Sonia brought the party with her wherever she went. With a laugh that rang through the halls and a belly that could handle more ale than any other, the only thing that stood out more than her large frame was her even larger personality. Even on stage, she commanded the attention of all eyes on her, blaring notes with such force that attendees could feel their bones rattle. The only downside to such a performance was the troupe being banned from major cities, as the glass was becoming too expensive to repeatedly replace. Sonia still brags about it to this day.

IMAGES | CARDS



DEAD SILENCE

Wand, legendary (requires attunement by a bard)

An eerie air surrounds this decorative, bone-white conductor's baton. It feels cold to the touch despite the magical energy radiating from it. While holding this baton you can replace the verbal components of spells you cast with somatic components and you gain a +3 bonus to spell attack rolls.

Maestro. While holding this baton, you can spend your spell slots of the appropriate level to cast one of the following spells: Silence, Counterspell, Dominate Person. When you cast one of the listed spells while holding this baton, you can spend a use of your Bardic Inspiration to modify it in one of the following ways:

Silent as the Grave (Silence): You can choose to have the spell center on you and follow your movement.

Not My Tempo (Counterspell): If you successfully counter a spell, the creature that cast the countered spell takes an amount of psychic damage equal to 1d8 times the countered spell's level.

Instrument of Death (Dominate Person): When the charmed target makes an attack it gains a bonus to its attack and damage rolls equal to your Charisma modifier. Additionally the charmed target gains a bonus to performance checks equal to your Charisma modifier.

As motely as a crew could be, the troupe sometimes felt as though it could splinter at any moment for a myriad of reasons. The only thing holding each and every one of them together was Bella; conductor, friend, and leader of all. Whether tensions were high mere moments before a performance, or someone was still hungover from another raucous night, or any other matter, all issues simply ceased to exist the moment Bella raised her baton. Because deep down they all knew; whatever issues there were, they could wait. The audience was waiting, and Bella would not abide failure.

IMAGES | CARDS

GIFTS OF INSPIRATION

Inspiration to a crafter is the gift that keeps on giving, and when it strikes you must follow it.



FONT OF INSPIRATION

Potion, rare

This tiny bottle contains the full benefits of a clarifying and refreshing shower. When you use it you can twist the cap and douse yourself or another within 5 feet of you with the enchanted water contained within. When you do, the doused creature gains the following benefits:

It and everything it is wearing or carrying are immediately cleaned as though by the prestidigitation spell and any fire on it or in its space is extinguished.

It gains a point of inspiration.

It may immediately repeat a saving throw to resist a spell or ability currently affecting it.

For the next hour it doubles its proficiency bonus when making an ability check that uses a tool proficiency it is proficient with.

Sometimes the day-to-day life of adventurers and craftsmen alike can become a bit hollow. When fighting your 20th dragon or crafting endless armor commissions from its scales, it can be hard to find the motivation and creativity the craft once inspired in you. If you ever find yourself stuck, it's best to take a step back and give yourself a moment. Often all one really needs is a quick break and a nice refreshing shower to get the creative juices flowing.



VEIL OF THE MOURNING MATRON

Wondrous item, rare (requires attunement)

A mourning veil of flowing black lace. When the veil is down, the wearer's face becomes completely obscured, but a faint image of a skull can be seen in place of the wearer's face. While wearing this item you have advantage on attacks against creatures that are frightened of you. Additionally when witnessing restless souls or hearing tales of loss, tears endlessly stream from your eyes.

Wandering Spirit. The power of the mourning matron allows you to travel through the veil between life and death. As an action, you can magically shift from your current plane to the Ethereal Plane as though by the Etherealness spell. After ten minutes or when you use a bonus action to end the effect, you return to the plane you originated from in the space you currently occupy. Once you use this property you cannot do so again until you finish a long rest unless you expend a spell slot of 5th level or higher.

Vengeful Visage. Whenever you shift from the Ethereal Plane to another plane, each creature within 15 feet of you must make a DC 15 Wisdom saving throw. On a failure, they become frightened of you until the end of your next turn. Undead succeed their save automatically.

Loneliness had drawn the man to the graveyard that fateful night. Drunk and delusional, he stumbled to the headstones of his wife and children. His taste for the drink had always caused tension with his family, as well as his employers. While traveling to a new town with prospective jobs, their wagon was caught in a blizzard. The man had ventured ahead to seek help and shelter, but by the time they returned his family had succumbed to the elements. Drowning his sorrows in liquor as he always had, he knelt at the graves, but a cold shiver let him know he was not alone. Looking up he met the gaze of a woman in a black mourning gown. The dark veil betrayed no features behind it, but the vengeful aura that pierced his soul was unmistakable. His body was found the following day, his frightened eyes still staring at the empty space above his late wife's gravestone.



RAMPART REGALIA

Armor (plate), very rare (requires attunement)

A stony gown enchanted to allow for free and flowing movement. You gain a +1 bonus to your AC while wearing this raiment. As long as one property of this armor is active, it becomes Half-Plate. If both are active at the same time, it becomes a magical gown instead of armor.

Curtain Wall. As an action you can spin this gown causing the skirt to fly off and extend into a fortified barrier. When you create the wall at least one section must be within 15 feet of you and you can choose the shape it takes. The wall is a contiguous 5-foot-high barricade that is up to 60 feet long and 5 inches thick with battlements at the top.

Royal Tower. As part of the Curtain Wall property or as an action, you can cause the bulky shoulders and sleeves of the dress to fly off, forming two fortified towers. You can place the towers at two points within 15 feet of you, or at any point along your wall as long as you are within 15 feet of the wall. The Towers are 15 feet high and 10 feet wide with a door, staircase, and upper level. Arrow slits line the upper floor with doors that lead to the wall's battlements where necessary.

Each 10-foot section of the wall and towers has an AC of 15 and 150 hit points. If the wall or towers appear in a creature's space, the creature is pushed to one side of the wall or tower (your choice). If a creature would be surrounded on all sides by the walls of the structures (or the walls and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The walls and towers each remain until you recall them to yourself as a bonus action. Once you use each property, it cannot be used again until you finish a long rest after recalling them.

There are many tales of princesses being locked away in a tower by overprotective kings. Princess Leonette of Eldegaard was a different matter. Mastering matters of the court at a young age, she shifted her interest to matters of the battlefield, longing to lead her kingdom's soldiers in warfare. Her father, wishing to protect her but knowing he could not deny her prowess, commissioned the kingdom's mages to create a regal suit of amour. Light as a feather but hard as the castle walls, he had his tower to protect his princess.

Leonette was pleased with her raiment but, being the strategist and kind-hearted soul she was, she asked the mages to give her a way to protect her soldiers as well as herself. With a graceful spin, she could switch an offensive charge to a defensive line, erecting castle walls and towers by shedding her magical armor. She won many battles for her country, as well as the hearts of those under her banner. To this day, the tale of Syr Leonette, the Tower inspires soldiers and princesses alike.



ARMORY QUIVER

Wondrous item, rare

A curiously bulky quiver of Dwarven make, infusing the ammunition within it with the power of the Great Forge.

Fire All. When you make a ranged weapon attack using a piece of nonmagical ammunition drawn from this quiver, the ammunition transforms into a spectral version of a random melee weapon mid-flight. Your attack deals the amount and type of damage respective to that weapon on a hit (ex. if the ammunition transforms into a maul, the target takes 2d6 bludgeoning damage on a hit). When the ammunition is fired from a martial ranged weapon, it uses the versatile damage dice of the weapon instead of the normal damage dice when applicable. Hit or miss, the ammunition then transforms back to its original form.

BANG! Felix huddled beneath the barricades as the sound of weapons soaring through the air echoed above him. TINK. Out of the corner of his eyes he could see all manner of missiles soaring through the air, threatening to tear his safe haven asunder. CRUNCH! As he shut his eyes, Felix shuddered to think of how mighty a force must be descending upon his position to wield arms so varied with such abandon.

Meanwhile, the lone archer yawned as she loosed another arrow which shifted mid-flight into a club before thudding uselessly against the ramparts.



VIRULENT GRIP

Wondrous item, very rare (requires attunement)

A horrendous claw armed with a multitude of venomous tinctures and oozes. This item can hold up to 4 charges. You can spend 1 hour of work using a poisoner's kit and 50 gp worth of materials to have this item gain 1 charge. If you have proficiency with the poisoner's kit, it regains 2 charges instead. This gauntlet can be worn normally or can be used to replace a missing arm.

While this item has at least 1 charge, your unarmed strikes with it deal an additional 1d6 poison damage that ignores resistance to poison damage.

Reverse Engineer. Whenever you succeed on a saving throw to resist being poisoned or diseased while wearing this gauntlet, this item gains 1 charge as it reverse engineers the dangerous substances.

Poison Cocktail. A single touch is enough to administer horrific poisons directly into your quarry. When you hit a creature with this gauntlet you can cast one of the following spells against the target without requiring a spell attack roll (spell save DC 16) by expending the necessary number of charges: Inflict Wounds (1 charge), Ray of Enfeeblement (2 charges), Contagion (3 charges). Creatures that are immune to the poisoned condition are unaffected by this property.

The man was on his knees before he even made it out of the market, the prick he had felt just moments ago growing from an uncomfortable tingle into a searing pain that tore through his body. A gaggle of onlookers gathered round the man whose veins began to blacken as foam gathered round his lips. Just as his eyes began to glaze over, he could see someone peering directly back at him; a small figure, a steely gauntlet at the tip of their arm that hissed and bubbled with mysterious fluids. As his vision faded to black, the figure turned and vanished into the crowd.



SLAGSTEEL CUIRASS

Armor (breastplate), legendary (requires attunement)

A jagged breastplate formed from heated stone and metal with a molten layer flowing below. This armor has 6 charges and regains 1d4 + 2 charges after a long rest. Properties of this armor ignore resistance to fire damage.

While this armor has at least 1 charge, it appears in its Igneous form. If it drops to 0 charges, it transforms into its Molten form until it regains a charge.

Igneous. You gain a +3 bonus to your armor class. You have immunity to fire damage.

While wearing this armor in its igneous form you can cast one of the following spells (spell save DC 14) by expending the necessary number of charges: Fire Shield (3 charges; warm shield only), Heat Metal (2 charges), Ice Knife (1 charge; +5 to hit; deals fire damage instead of cold damage), Wall of Stone (4 charges).

Molten. You shed the hardened exterior of this armor, unveiling

its fiery core. The bonus to AC decreases to +1 and you have resistance to fire damage instead of immunity. While wearing this armor, your body exudes an intense heat that burns any flammable objects within 5 feet of you that aren't being worn or carried. While in its molten form, you gain the following properties:

Your speed is increased by 10 feet.

Your melee attacks deal an additional 2d6 fire damage.

Whenever a creature comes within 5 feet of you for the first time on a turn, it takes 1d6 fire damage.

Many forget the might of the land, alive and breathing and moving all the while. Though we live comfortably upon the crust, the immeasurable energy running through the veins of our world seethes with impatience; bubbling just below the surface, ever threatening to burst from its stony prison at the first opportunity. Once unleashed, it becomes a force unstoppable as it surges forth to consume all in its path.



HAND OF PERDITION

Wondrous item, legendary (requires attunement)

A seething hellish cestus of wretched infernal materials given to those who would defy The Heavens. While wearing this gauntlet, unarmed strikes made with it have a +3 bonus to hit, deal an additional 1d8 fire damage, and ignore any damage resistances and immunities of celestials.

Hell's Fury. You can use a bonus action to engulf half of your body in the fiendish blaze of the Hells. A single devilish wing grows from your back, and one eye glows with searing flame. For one minute, you gain the following properties:

You are resistant to all damage dealt by celestials.

The first time you deal fire damage to a creature each turn, it must make a DC 20 Constitution saving throw or be set ablaze. The creature takes 1d8 fire damage at the start of its turn until it or another creature uses its action to extinguish it.

When you deal fire damage to a celestial, all damage done to it ignores any resistances or immunities it has until the start of your next turn.

You have a fly speed of 40 feet until the end of each of your turns. If you are unable to stay aloft when your turn ends, you fall.

You can end this property early on your turn (no action required) and can use this property 3 times before finishing a long rest.

HAND OF SALVATION

Wondrous item, legendary (requires attunement)

A glorious gilded cestus of pure celestial materials granted to those who would oppose The Hells. While wearing this gauntlet, unarmed strikes made with it have a +3 bonus to hit, deal an additional 1d8 radiant damage, and ignore any damage resistances and immunities of fiends.

Heaven's Ire. You can use a bonus action to engulf half of your body in the heavenly flame of the Heavens. A single angelic wing grows from your back, and one eye glows with radiant light. For one minute, you gain the following properties:

You are resistant to all damage dealt by fiends.

The first time you deal radiant damage to a creature each turn, it must make a DC 20 Constitution saving throw or be blinded for 1 minute.

When you deal radiant damage to a fiend, all damage done to it ignores any resistances or immunities it has until the start of your next turn.

You have a fly speed of 40 feet until the end of each of your turns. If you are unable to stay aloft when your turn ends, you fall.

You can end this property early on your turn (no action required) and can use this property 3 times before finishing a long rest.



Nephilim's Wrath. While attuned to both Hand of Perdition and Hand of Salvation, you can activate both Heaven's Ire and Hell's Fury as a single bonus action, expending a use of both. While both are activated, you gain the following additional properties:

You have a fly speed of 60 feet for as long as both properties are active.

Unarmed strikes with Hand of Salvation deal an additional 1d8 fire damage.

Unarmed strikes with Hand of Perdition deal an additional 1d8 radiant damage.

Allies within 30 feet of you have resistance to damage dealt by celestials and fiends.

You take 1d6 radiant damage and 1d6 fire damage at the end of your turn. This damage can't be prevented in any way.

The war between The Heavens and The Hells rages eternally in a cacophony of light and flame. Servants of Good and Evil are conscripted every day, granted weapons forged from the material of the outer planes. With the celestials claiming a "greater good" and devils bringing perpetual torment, countless souls have been lost to the extraplanar conflict that rages around them. With both sides evenly matched, there is no end in sight, dooming the realms to endless suffering. Perhaps it is all a farce, a game played by beings with no regard for mortal lives. What we need is a champion who would defy them, to take up arms against both legions to defend us all.

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.



HAVEN SATCHEL

Wondrous item, rare

An unassuming leather bag with the markings of medicine and healing magic. This magical item functions as a Healer's Kit. The kit regains 1d4+1 uses daily at dawn.

Bedside Manner. While this bag is on your person you can cast one of the following spells without expending a spell slot: Detect Poison and Disease, Sanctuary, Healing Spirit. Once a spell has been cast in this way it can't be cast again until the next dawn.

House Call. While this bag is on your person you can use a bonus action to touch a creature at 0 hit points and teleport it to a demiplane of safekeeping inside of it. As long as it is in the demiplane the creature is stabilized and it does not need to eat, drink, or breathe. Only one creature can be kept in the demiplane at a time, and if you use this property while a creature is already in the demiplane the creature inside is automatically teleported to an unoccupied space within 5 feet of you.

You can use an action to teleport a creature in the demiplane to an unoccupied space within 5 feet of you.

In this dark and sometimes cruel world, there are yet some who seek to aid those in need no matter the cost. To that end, the Haven Makers, a society built of the most altruistic medical minds was set upon correcting the wounds of this world. Whether by famine or war, poison or disease, the Haven Makers would arrive and safeguard all those in pain. And in their wake they leave but a single message to be spread throughout the land:

Kindness is the best medicine.

IMAGES | CARDS



TUNDRA TITAN

Armor (hide or leather), rare (requires attunement)

While you wear this armor suffer no ill effects from cold weather. If you have a Strength score of 18 or higher and have the Unarmored Defense feature, you can choose to use the AC granted by that feature instead of this armor's AC. While wearing this armor you gain a +1 bonus to your AC.

Blustering Blizzard. As an action you can summon swirling winter winds about you. Each other creature within a 15-foot radius of you must make a DC 15 Constitution saving throw, taking 3d8 cold damage on a failed save, or half as much on a successful one. The blustering winds turn the area of effect into difficult terrain for 1 minute.

When you use this property, the coarse fur of this armor becomes rimed in frost. You gain 5 temporary hit points plus another 5 temporary hit points for each creature that failed its saving throw. While you have these temporary hit points, you can move across difficult terrain created by ice or snow without spending extra movement.

Once you use this property it can't be used again until you finish a long rest.

Frosty winds screeched through the air, stealing warmth from any unfortunate enough to be caught out in the cold. And still the mammoth lumbered on, the icy snow shaking and cracking beneath its feet. Thick, wiry fur coated the titan from tip to tail, shielding it from the harsh elements as it marched ever forward. It had survived a hundred winters, and it would yet survive a hundred more.

IMAGES | CARDS



WARDEN

Weapon (longsword), artifact (requires attunement)

The blade of this holy weapon seems to hum with light, a gentle warmth enveloping the air around it. A lattice of seven divine seals adorns its guard. You gain a +3 bonus to attack and damage rolls you make with this magic weapon. While holding this weapon you can cast the Light cantrip at will.

Enforce. While holding this weapon you can cast one of the following spells (spell save DC 17): Dawn, Blinding Smite, Wall of Force. Once you use this weapon to cast a spell, you can't cast that spell again from it until the next dawn. If you are a Cleric or Paladin, you can use spell slots of appropriate level to cast these spells even if you have not prepared them.

Bind. When you hit a creature with this weapon, it gains a Binding point. The creature's movement speed is reduced by 5 feet for each Binding point it has. If a creature has 3 or more Binding points, it cannot teleport or use planar travel as the runes of this weapon prevent such magic.

At the end of each of the creature's turns, it can make a DC 17 Charisma saving throw, losing all Binding points on a successful save. If a creature is not hit by this weapon for 10 minutes, it loses all binding points at the end of its turn.

Seal. Once per dawn, as an action you can send a creature to a demiplane within this sword. The target must succeed on a DC 20 Charisma saving throw or be banished. This DC is increased by 1 for each Binding point the target has from the Bind property (to a maximum of 30).

The demiplane is an infinite void of white space. While trapped within the demiplane a creature doesn't age, and they don't need to eat, drink, or sleep. A creature trapped within the demiplane cannot escape using magic that permits planar travel.

If this property is used on a new target while a creature is already trapped within the demiplane, the trapped creature appears in an unoccupied space within 100 feet of this weapon. While holding this weapon, you can communicate telepathically with a creature trapped within the demiplane and can free such a creature as an action.

Sentience. Warden is a sentient, neutral good weapon with an Intelligence of 10, a Wisdom of 15, and a Charisma of 17. It cannot speak, but can understand any language spoken by a creature attuned to it.

Personality. Forged in times of immense strife, Warden has but one purpose: to maintain order and seal away those who seek to bring harm to the world. As such, if it senses that a creature attempting to attune to it does not possess a heart of goodness, it will resist attempts to attune to it. A creature being resisted by Warden must make a DC 17 Charisma check to overpower its will. On a failure, the creature cannot attempt to attune to it for 1d12 months.

The evil is unyielding, and yet we stand guard, firm and eternal.

We are the sword. We are the shield. We are the light in the face of malice.

Our watch shall never cease, and yet we shall see it to completion.

We are the lock, we are the key, we are the gaolers at the end of time.



PACT KEEPER

Wondrous item, legendary

An infernal spiked scroll case that seems to contain thousands of pages decorated with scratches and scribbles of innumerable terms and signatures. When you pull at the end of this scroll the specific contract you are looking for appears.

While holding this item you gain the following benefits:

You have advantage on Insight checks to determine if a creature is lying.

You can sense the presence of fiends and Tiedlings within 100 feet of you.

Terms. Any number of willing creatures can both apply a drop of blood onto a page of this scroll to create a binding pact. For the next 666 minutes, each of the creatures can understand each other perfectly, even if they all do not speak a common language. For the duration, the creatures that paid their blood enter infernal negotiations, the terms of which can vary depending on each creature's wishes. All creatures must be willing and active participants in the construction of the pact, and any such agreements cannot be made while any such creature is under the influence of any magic that would alter their sense of self or personality (ex. Dominate Person, Friends, etc.). At the end of the duration or if the involved creatures come to agree upon a deal, the blank page instantly fills with the agreed upon terms and conditions and is sealed within the scroll.

Breach. If a creature that is bound in a pact made by the Terms property breaks their promise, the creature instantly dies and their soul is funneled into the River Styx, where it's reborn instantly as a lemure devil. If the creature is under the protection of any effects that would prevent them from dying, this property ignores that effect unless it is of a 9th-level or higher spell. The contract page is then destroyed, burning up from within the scroll in a puff of smoke.

Termination. A page from the scroll can only be destroyed by the blade of a Solar. Doing so ends the contract, freeing any creatures from its terms.

Armed with sharp wits and silver-tongues, the devils of the Nine Hells are a force to be reckoned with in legal combat. 'Twas only a matter of time till none with any sense of self preservation would trust a word from a devil's mouth, no matter how sweet their proposals or how tantalizing their offers. A tool to enforce their terms and bind them in blood became necessary for the continuation of their practices, lest their talents rust from disuse.

Forged from infernal iron and sealed with Hellwasp wax, with leathery pages formed of Succubus wings, the tool was completed with the final application of the most powerful infernal magicks available. From then on, all terms and agreements were made in the presence of the Keeper as an impartial and unfeeling enforcer.



CLAW OF AHBDUKARR

Weapon (sickle), very rare (requires attunement)

A discarded nail of eldritch origin fashioned into a curved blade. An otherworldly tether still connects it to its original owner. This weapon deals an additional 1d6 psychic damage to creatures with an Intelligence score of 4 or higher. While wielding this weapon, it deals its weapon damage to any creature you successfully grapple (you don't add your ability modifier to the damage).

Spacial Distortion. You can split reality to travel through space, just as the nail's owner can. You can cast Misty Step at will.

Tether of the Howling Void. Once on each of your turns, when you deal damage to a creature with this weapon you can choose to teleport along with the creature you hit as long as that creature is no more than one size larger than you. You and the creature are teleported to a random unoccupied space within 60 feet of you on a surface or in a liquid that can support both creatures. The creature that moved with you must make a DC 17 Intelligence saving throw. If the creature is grappled by you it makes its save at disadvantage. On a failure it takes 2d6 psychic damage and must roll on the Short Term Madness Table. If it fails by 5 or more, it rolls on the Long Term Madness Table instead. If the damage would kill the creature its body is hurled into the endless abyss of the Howling Void, an infinite plane of nothingness beyond the stars.

Curse. This sickle 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 sickle, keeping it within reach at all times. Whenever you use a property of this weapon, you must make a DC 10 Intelligence saving throw. On a failure you must roll on the Short Term Madness Table. If you fail by 5 or more, roll on the Long Term Madness Table instead. Each time you roll beyond the first the DC increases by 2. Each time you finish a long rest, the DC is reduced by 1 until it returns to 10.

Beyond our world, within the Howling Void, Ahbdukarr reaches out with endless crooked limbs. When mere mortals look too deep into the abyss, it plucks them from our world like petals from a flower. The agents of Ahbdukarr cultivate its collection further, tearing the fabric of our world to send fresh blossoms to their eternal master. Its garden grows ever larger..

PATRONS OF PRESTIGE

These items were created based on designs by our Patrons of Prestige!



AMULET OF AQUATIC ADAPTATION

Wondrous item, rare (requires attunement by a druid)

This amulet combines druidic magic and arcane science to allow the user to bend the nature of wild shapes, inspired by the overwhelming diversity of pelagic life. While attuned to this amulet, you can use your wild shape to transform into monstrosities you have seen with the following restrictions:

The monstrosity must be of a CR you are capable of transforming into.

The monstrosity must have a swim speed and be unable to speak.

The monstrosity cannot have innate spellcasting unless you can cast spells while in wild shape.

Biomantic Mutation. When you use your wild shape feature while you have at least 8 levels in Druid, you can spend an additional use of your wild shape to warp its normal form to adapt to oceanic life. The form you take becomes a monstrosity and is amphibious, gaining a swim speed equal to its walking speed and the ability to breathe underwater, or a walking speed equal to its swim speed and the ability to breathe air.

In addition, if the creature you transform into is medium or larger, roll 1d10 and consult the following list to determine an additional adaptation the form receives. If you have 14 levels in druid, you roll twice and gain both adaptations, rerolling repeat adaptations:

1: Alert. You cannot be surprised and can disengage or dodge as a bonus action.

2: Echolocation. You gain blindsight out to 30 feet. This range is doubled when underwater.

3: Lure. As an action, you choose a creature within 30 feet of you that can see you. That creature must make a Wisdom save against your Druid spellcasting DC. On a failure, the creature must use its movement on its turn to move as close to you as possible for the next minute. The creature avoids any obvious dangers and the effect ends if the creature takes damage. The creature can repeat the saving throw at the end

of each of its turns. When the effect ends, the creature is immune to your lure for 24 hours.

4: Deep Sea. You are resistant to cold and bludgeoning damage and ignore the effects of extreme cold and crushing depths.

5: Claws or Tentacles. You gain a pair of claws or tentacles, melee weapon attacks with which you are proficient, that deal 1d8 + your proficiency bonus piercing or bludgeoning damage respectively. On a hit, the target is grappled and the grappling limb cannot be used to attack another creature until the grapple ends.

6: Carapace. Your AC increases by 3.

7: Glider Fins. You gain a fly speed equal to your walking or swim speed, whichever is higher. You cannot use this speed to ascend and if you are still aloft at the end of your turn, you fall unless you can stop the fall.

8: Stinger. You gain a venomous stinger that can be used to stun your enemies. When you hit a creature with a melee attack, the creature must succeed on a Constitution saving throw equal to your Druid spell save DC or be stunned for 1 minute. The creature may repeat the saving throw at the end of its turn, ending the effect on a success. A creature that succeeds on its save is immune to your stinger for 24 hours.

9: Camouflage. You have advantage on stealth checks made to hide.

10: Amorphous Body. You can fit into a space as narrow as 1 inch wide without squeezing.

The line between evolution and genetic experimentation is razor thin. What it comes down to is intention. Nature uses evolution to create the very best organisms for nature to flourish. By that logic, as evolved species ourselves, are we not part of nature's plan? We have developed to be capable of exacting our will upon mutation by our own natural development. By this logic, is the will of nature and our own not united in the further progression of all things being? Biomancy is the natural next step in furthering evolution.

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THANKS TO OUR PATRONS!

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

Special Thanks to our Patrons of **Ring of Immutability** tier and above from **All Time**:

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