



BEASTHUNTER CATCHPOLE

Weapon (Morningstar or Halberd) Uncommon

THE MITHRAL CANVAS
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.



DESPERADO DUSTER

Wondrous Item Rare (Requires Attunement)

THE MITHRAL CANVAS
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.



WALL OF TITANIC COVETOUSNESS

Armor (Shield) Artifact (Requires Attunement)

THE MITHRAL CANVAS
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.

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.



PYROCLASM

Weapon (Longbow) Legendary (Requires Attunement)

THE MITHRAL CANVAS
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. If a creature other than yourself touches this weapon, 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.



ZEPHYR STEPPERS

Wondrous Item Very Rare (Requires Attunement)

THE MITHRAL CANVAS
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.



STAFF OF THE SANGROMANCER

Staff Very Rare (Requires Attunement by a Spellcaster)

THE MITHRAL CANVAS
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 lifeforce 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.



THE MITHRAL CANVAS

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.

STAFF OF THE SANGROMANCER
Staff Very Rare (Requires Attunement by a Spellcaster)



THE MITHRAL CANVAS

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.

WALL OF TITANIC COVETOUSNESS
Armor (Shield) Artifact (Requires Attunement)



THE MITHRAL CANVAS

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.

WARDEN
Weapon (Longsword) Artifact (Requires Attunement)

THE MITHRAL CANVAS

WARDEN

Weapon (longsword), artifact (requires attunement)

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 MITHRAL CANVAS

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:

THE MITHRAL CANVAS

AMULET OF AQUATIC ADAPTATION

Wondrous item, rare (requires attunement by a druid)

Adaptations:

- Alert.** You cannot be surprised and can disengage or dodge as a bonus action.
- Echolocation.** You gain blindsight out to 30 feet. This range is doubled when underwater.
- 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.
- Deep Sea.** You are resistant to cold and bludgeoning damage and ignore the effects of extreme cold and crushing depths.
- 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.
- Carapace.** Your AC increases by 3.
- 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.
- 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.
- Camouflage.** You have advantage on stealth checks made to hide.
- Amorphous Body.** You can fit into a space as narrow as 1 inch wide without squeezing.



RUNECARVER

Weapon (Dagger) Legendary (Requires Attunement)

RUNECARVER

Weapon (dagger), legendary (requires attunement)

An ornate chisel emblazoned with colorful gems and the engraved common rune of "Expedite." Whenever this weapon hits a creature made of stone or an object, the hit is a critical hit.

Knowledge Is Power. You can use a bonus action to infuse this weapon with the power of your known languages for 1 minute. For each runic language you know, this weapon deals 1 additional force damage.

Once you have used this property, it cannot be used again until the next dawn.

Expedite Rune. While wielding this dagger, you can activate this rune to transfer another rune within 5 feet of you to an appropriate surface over a period of 1 action, instead of doing so over the course of a short rest. Once activated, this rune can't be used again until the next dawn.



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Weapon (Dagger) Rare (Requires Attunement)

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Knowledge Is Power. You can use a bonus action to infuse this weapon with the power of your known languages for 1 minute. For each runic language you know, this weapon deals 1 additional force damage. This damage cannot exceed your proficiency bonus.

Once you have used this property, it cannot be used again until the next dawn.

Expedite Rune. While wielding this dagger, you can activate this rune to transfer another rune within 5 feet of you to an appropriate surface over a period of 10 minutes, instead of doing so over the course of a short rest. Once activated, this rune can't be used again until the next dawn.



RUNECARVER

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Knowledge Is Power. You can use a bonus action to infuse this weapon with the power of your known languages for 1 minute. For each runic language you know, this weapon deals 1 additional force damage. This damage cannot exceed twice your proficiency bonus.

Once you have used this property, it cannot be used again until the next dawn.

Expedite Rune. While wielding this dagger, you can activate this rune to transfer another rune within 5 feet of you to an appropriate surface over a period of 1 minute, instead of doing so over the course of a short rest. Once activated, this rune can't be used again until the next dawn.