

THE MITHRAL CANVAS

MONTH OF CURATION



8 ITEMS VOTED ON BY OUR PATRONS
FOR DUNGEONS & DRAGONS 5TH EDITION

THE MONTH OF CURATION

The keepers of The Mithral Canvas thank you for your overwhelming support. To honor the milestones achieved by our patrons, we have given them the chance to pull their own curated works from the magic of the canvas. The following collection has been catalogued and displayed prominently in our collection.



BOSS WHAKIN' STIKK

Rod, rare (requires attunement by a small or smaller creature)

A goblinoid skull speared through with a bone knife now functioning as a spellcasting focus. While holding this staff you gain a +1 bonus to spell attack rolls you make. While attuned to this rod you can speak, read, and write Goblin.

“Fair Fight”. This rod has 5 charges and regains all expended charges when you finish a long rest. While holding the rod, you can use an action to expend some of its charges to cast one of the following spells from it: Catapult (1 charge), Enlarge/Reduce (only Reduce) (2 charges), Fear (3 charges). The DC for these spells is 15 or your spell save DC, whichever is higher. If the target of a spell you cast in this way is one or more sizes larger than you, the DC is increased by 2.

Summon Gobbos. As an action you can summon a Swarm of Goblins that lasts for 1 hour. It manifests in an unoccupied space within 5 feet of you. While you are within 5 feet of a Swarm of Goblins you gain a +1 bonus to your AC. The swarm is an ally to you and your companions. In combat, the swarm shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. You or an allied creature can use the swarm as a mount.

The swarm disappears when it drops to 0 hit points or when the effect ends. Once you use this property you cannot do so again until you finish a long rest.

Ol' Boss always thought himself betta than us. Always talkin' 'ow he wuz more cunnin' and killy than we'd eva be. All 'dat mouffin' off didn't do him nuffin' when sum gobbos had enuf and stuck 'im good on 'is own pointa. Got 'im watchin' ova da clan still just'a prove we betta off without 'im! Sometimez we see who can chuck 'im farthest jus' fer kicks.

-Ragglerek, disgruntled Goblin tribesman.

SWARM OF GOBLINS

Large swarm of tiny humanoids, Chaotic Neutral

Armor Class 15 (Natural Armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	0 (+0)	8 (-1)	8 (-1)

Saving Throws Dex +4

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 60ft., Passive Perception 9

Languages Goblin

Challenge 3 (700 XP)

Proficiency Bonus +2

Crawl Over. The swarm ignores difficult terrain.

Grabby Mitts. The space occupied by the swarm is considered difficult terrain for all other creatures than yourself. When a creature enters the swarm's space for the first time on a turn or ends its turn there, the creature takes 1d4 slashing damage. When a creature moves through the swarm's space, it takes 1d4 slashing damage for every 5 feet it travels.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small humanoid. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Claw. +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 11 (2d8 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if the swarm has half of its hit points or fewer.

IMAGES AND PDF | CARDS



DARKWEAVE

Wondrous item, rare (requires attunement)

A long leather coat with an inner lining of woven shadow.

Dark Room. The interior of this coat functions as a Bag of Holding. Other creatures cannot interact with the space within this coat if you do not allow them to, including moving items in and out of the space or entering and exiting the space itself. Similar to a Bag of Holding, the weight of this coat does not change regardless of its contents.

Melding Fabric. While wearing this coat you can cast the Pass Without Trace spell without expending a spell slot. Once you cast it this way, you cannot do so again until the next dusk. When you cast the Pass Without Trace spell while wearing this coat the bonus is increased to +12 while you are in dim light or darkness.

Shadow Drinker. While in dim light or darkness you can spend one hit die to heal yourself as a bonus action. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

Whispers and rumors speak of a shadow troupe that comes and goes without notice or trace. A band of thieves able to bypass any defenses and carry out their tasks while still cradled in darkness. Yet the most terrifying aspect of this mysterious group is their seemingly unassailable constitution, somehow able to shrug off any wounds taken the moment they step renewed from the shadows. In their wake lies nothing but slit throats, empty coffers, and endless nightmares.

IMAGES | CARDS



LIGHT SENDER

Weapon (longbow), very rare (requires attunement by a paladin)

A gilded bow with limbs of golden celestial wings. You gain a +2 bonus to attack and damage rolls you make with this magic weapon. While holding this weapon you can use it as a holy symbol.

Soaring Smite. When you make a ranged attack against a creature with this bow, you can expend one spell slot to empower the ammunition with a use of the Divine Smite feature. On a hit, the target takes extra damage as though it were hit by your Divine Smite suffering any additional effects your smite would cause.

Rousing Light. As an action while holding this bow, you can fire a volley of inspiring light into the hearts of your allies. A number of creatures you can see within 60 feet of you up to your Charisma bonus gain an amount of temporary hit points equal to your Paladin level. While a creature has those temporary hit points it gains the following benefits:

The creature is immune to the frightened condition. A creature that is already frightened ignores the condition while it has these temporary hit points.

Weapon attacks made by the creature deal an extra 1d6 radiant damage.

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

To be a paragon of a sacred oath is to be a guiding light amidst the shadows. A soldier in an endless war burdened with the task of vanquishing evil, near and far. To aid in this cause, a weapon was forged from the flexible and radiant ore of the upper planes. Righteousness and conviction wrought in divine gold, the wings of this bow will deliver judgment upon your foes and rally your allies against the darkness.

IMAGES | CARDS



LACRIMOSA

Armor (breastplate or half-plate), legendary (requires attunement)

A tarnished silver breastplate in the shape of a weeping mermaid's face. Salty streams of water flow unending from her eyes, evaporating as they fall to the wearer's feet. You have a +2 bonus to AC while wearing this armor.

Aqueous Embrace. When you take damage while wearing this armor, you can use your reaction to call upon the mermaid spirit within to aid you. If you do, the mermaid on the face of this armor cries a protective barrier of water that shields you for 10 minutes. The water has the following effects:

You gain an additional +1 bonus to your AC.

You are resistant to nonmagical bludgeoning, piercing, and slashing damage.

At the start of your turn if you have at least 1 hit point you gain 5 temporary hit points.

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

Sodden Sorrow. The first time after each long rest that you are reduced to 0 hit points by an attack, spell, or ability, the mermaid spirit within this armor manifests. The spirit uses the Banshee stat block, except it speaks Aquan instead of Elvish and appears as a ghostly mermaid formed from seawater. The spirit is added to the initiative order after you and spends its turns attacking the creature that reduced you to 0 hit points. If that creature is killed, the spirit spends its turns attacking the closest hostile creature to you within range. If you are healed above 0 hit points the spirit is pulled back into the armor and vanishes. If the spirit is reduced to 0 hit points, this armor loses all magical abilities until it is soaked in salt water for 24 hours.

Twas' once a maiden of land and a maiden of sea, bound together in matrimony. A life as joyous as any they lived, till the maiden of land did depart for battle. With a kiss she promised her darling that she would return.

Alas, death came to claim the maiden of land, looming over her upon the battlefield. But the maiden of the sea would not sit idly by as her love was struck down. So great was her love that her soul itself flew to protect her beloved, finding purchase within the silver of her lover's armor.

With the blessing of her love shielding her, the maiden of land emerged victorious. Yet her heart rang hollow as her armor now bore the visage of her love, as beautiful in death as she was in life. After years of yearning for her lover's embrace, the maiden of land stepped into the sea to reunite them.

IMAGES | CARDS



MORDANT FANG

Weapon (heavy crossbow), very rare

A strange firearm that functions by pumping an acid gland of a monstrous creature to fire bolts and bile. You gain a +1 bonus to attack and damage rolls you make with this magic weapon. This weapon has 8 charges and regains 1d8 + 1 charges daily at dawn. Ranged attacks made with this weapon deal an extra 1d4 acid damage.

Caustic Spike. You can spend a charge to have this weapon create its own ammunition and ignore the loading property as a bolt of crystalized acid forms within the barrel. The ammunition created by this weapon deals 2d8 acid damage and dissolves upon impact.

Bilious Vomit. As an action you can spend 3 charges to fire acidic discharge in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw. On a failed save, the target takes 8d8 acid damage, or half as much damage on a successful one. In addition, if a creature that fails its saving throw is wearing nonmagical armor the armor becomes corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The acid eats through any nonmagical wood, stone, or metal in its path provided it is no thicker than 2 inches.

At the start of your turn you can spend an additional charge to maintain the line of acid, pointing it in a new direction if you wish.

Once the Colossal Grime Guzzler was felled the time for celebration was short; the real work had just begun. Instantly the mountainous corpse was swarmed by a platoon of harvesters hacking away at its leathery hide to uncover the bounty within. As theorized, even after their host had perished the acid glands confoundingly continued to pulse and produce the same caustic substance that had melted so many of our hunters into puddles of organic sludge. Once a contraption that could properly contain and siphon the acid (after months of trial and error and approximately 3 tons of scrap material), the newfound weapon quickly found itself tested on the field of battle. Early results were promising as jet-streams of corrosive liquid tore holes through metal and flesh alike, though the ensuing stench left much to be desired.

IMAGES | CARDS



HEIRLOOM AEGIS

Armor (shield), varies (requires attunement)

A tower shield depicting a golden tree. Each time its wielder dies, a new branch grows to commemorate their legacy. While holding this shield, you have a +1 bonus to AC. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

Bulwark Bash. This shield functions as a martial melee weapon that deals 1d8 bludgeoning damage + your Strength bonus. If you are proficient with shields, you can add your proficiency bonus to attack rolls made with this shield. If you hit a creature with this shield, you gain half-cover against attacks from that target until you make an attack against another creature, cast a spell, or drop this shield.

Generational Wisdom. This shield contains the combat prowess of all those who wielded it in the past. When you attune to this shield, you can choose a feat to gain from the following list for as long as you are attuned to the shield: (Alert, Charger, Defensive Duelist, Mage Slayer, Martial Adept, Mobile, Savage Attacker, Sentinel, Shield Master).

Very Rare. You can choose an additional feat from the above list.

Legendary. You can choose an additional feat from the above list.

Ol' Heston died doin' what he loved; protecting his village and kin from brigands and other unsavory lot. A guardian through and through, a proper burial they gave him, passing his shield on to his first-born.

And wouldn't you know it, when more bandits came a-knockin' Heston Junior gave 'em a right whollopin' and sent 'em packin'. The spittin' image of his father folks said, as if Heston himself had come roarin' back more vigorous than ever.

But time passed and even Junior was laid to rest, and as tradition the shield passed hands yet again, as it would for generations to come. And it was said that each warrior that took claim of the shield seemed to surpass their predecessor, faster and stronger and mightier each time onward.

IMAGES | CARDS



DISCORDANT RUIN

Weapon (warhammer), legendary (requires attunement)

A once grand weapon of a renowned titan slayer now ruined by draconic breath, seeping matching energy from its melted core. You gain a +3 bonus to attack and damage rolls made with this magic weapon. This weapon has 6 charges and regains all charges after a long rest.

Draconic Contamination. The head of this hammer is seared by the essence of a chromatic, gem or metallic dragon's breath. When you hit with an attack roll using this magic weapon, the target takes an extra 1d8 damage of the same type as the breath infused in the head of this hammer.

Echoing Impact. While holding this weapon you can spend a charge as a bonus action to have it begin to reverberate with tremendous force. Until the start of your next turn, when you hit a target with this weapon the target takes an extra 1d8 thunder damage for each size larger than you as shockwaves pulse through it. While this property is active, if you score a critical hit against a creature, it must succeed on a DC 20 Constitution saving throw or become stunned until the start of your next turn.

Contaminant Eruption. As an action you can spend 3 charges to slam this hammer upon the ground to create a 30-foot radius sphere of draconic energy centered on you. Each other creature in the area must make a DC 17 Dexterity saving throw. A creature takes 6d8 damage on a failed save, or half as much damage on a successful one. The type of damage is the same type listed in the Draconic Contamination property.

The hammer of the Lord Knight Averill, once a national treasure and testament to the might of its owner. Resplendent and beautiful, hammer and wielder together marched forward in service of their people. Capable of felling giants, titans, and mountains alike, this storied weapon paved the way for a nation and a people with Averill himself at the tip of the spear. And now? It is but a morbid trophy, scarred from its bout with the dragon that slew Averill as easily as it had hundreds of challengers before. It sits amidst a mountain of glittering spoils, serving as a cruel monument to the draconic tyrant forever more.

IMAGES | CARDS



REEL OF FORTUNE

Armor (shield), artifact (requires attunement)

An ostentatious and alluring shield made in a covenant between the upper and lower planes. It seems to beckon those who gaze upon it to test their luck. While holding this shield, you have a +3 bonus to AC. While attuned to this shield you have proficiency with all gaming sets.

Jackpot. When you or a creature within 60 feet of you is hit by an attack or forced to make a saving throw, you can spend any number of hit dice to cause the slots of this shield to spin. Roll a d100 and consult the following table to determine the effect:

01: The attack is considered a critical hit or the target automatically fails their save. Roll the hit dice. The target takes an amount of force damage equal to the roll. This damage cannot be reduced in any way. Afterwards, the target becomes vulnerable to all damage types until the start of its next turn (ignore any resistances and immunities the creature has for the duration).

02-05: The attack is considered a critical hit or the target automatically fails their save. Roll the hit dice. The target takes an amount of force damage equal to the roll. This damage cannot be reduced in any way.

06-20: The attack is considered a critical hit or the target makes the saving throw with disadvantage. Roll the dice spent and the creature takes an amount of force damage equal to half the roll. This damage cannot be reduced in any way.

21-45: The target takes one additional die of damage from the attack or makes the saving throw with disadvantage.

46-55: No effect.

56-80: The target takes half damage from the attack or makes their saving throw with advantage. Roll the hit dice spent and the creature regains a number of hit points equal to half the roll rounded up.

81-95: The attacking creature must reroll the d20 and use the lower roll for their attack or the target of this property makes their saving throw with advantage. Roll the hit dice spent and the creature regains a number of hit points equal to roll rounded up.

96-99: The attack automatically misses or the target automatically succeeds its save. Roll the hit dice spent and the creature regains a number of hit points equal to double the roll.

100: The target becomes immune to all damage types until the start of its next turn and automatically succeeds on any save that triggered this property. Roll the hit dice. The target regains all its hit points and gains a number of temporary hit points equal to the roll.

Curse: Ludomania. This shield is cursed, and attuning to it extends the curse to you. Until the curse is broken you are unwilling to part with it, keeping it within reach at all times. You cannot resist a good game of chance, taking part in any gamble or bet proposed to you no matter how potentially disastrous the outcome.

Gambling. A vice that transcends the mortal plane and infects even those of celestial and infernal persuasions. For aeons both devils and angels bet and wagered against one another in all manners of debased games, till the excitement finally ran dry.

In a moment of twisted inspiration, both above and below put aside their differences to overcome their ennui. And so a new game was born. One that twisted the strings of fate for those perverted beings to relish in. And the mortals that staked their very lives on every spin remain unaware that their desperation serves as nothing but vapid entertainment for forces beyond their understanding.

IMAGES | CARDS