

THE
MITHRAL CANVAS

CHURCH OF THE IRON THORN



7 HOLY TOOLS OF PAIN AND RETRIBUTION
FOR DUNGEONS & DRAGONS 5TH EDITION

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

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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