



THE

MITHRAL CANVAS



BEASTLY ODYSSEY



8 ITEMS MYTHOLOGICAL MAGIC ITEMS
FOR DUNGEONS & DRAGONS 5TH EDITION

BEASTLY ODYSSEY

This world of Gods and Monsters never ceases to amaze me. In my travels I have encountered such incredible monstrosities I'd heard only in myth, strange, wondrous, and terrifying to behold. Some graceful with unmatched beauty, and some ferocious, ready to drag you to their hypogean lairs. Such wonders could inspire even the God-Smith to capture their likeness in artifacts worthy of heroes. These are my tales of the mythic beasts and the relics made in their image.



OPHIDIAN FANG

Weapon (longbow), very rare (requires attunement)

A scaly bow with limbs branching out into writhing serpentine forms. Any damaged coils regrow twofold, just like those of the terrifying creatures they depict. You have a +2 bonus to attack and damage rolls made with this magic weapon. This longbow has 7 charges and regains all charges at dawn. If you are decapitated while attuned to this weapon you do not die if this weapon has at least 1 charge. Instead, this weapon automatically loses a charge and a new head grows from your neck. If the source that decapitated you reduced you to 0 hit points or you had 0 hit points when the source hit you, you remain unconscious but are stabilized.

Split Shot. As an action you can spend 2 charges to cast the Conjure Barrage spell through this item without expending a spell slot when firing a piece of nonmagical ammunition.

Furcating Hydra. As an action you can spend 3 charges to draw the bowstring of this weapon back and make a ranged spell attack against one creature you can see within 60 feet of

you, sending a spectral serpent head flying towards the target. The roll is a +7 to hit or your own spell attack bonus, whichever is higher. On a hit, the target takes 2d6 piercing damage. Hit or miss, the head then explodes into innumerable spectral serpents. The target and each creature within 15 feet of them must succeed on a DC 16 Constitution saving throw. On a failed save a creature takes 6d6 poison damage and becomes poisoned 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, a creature takes half as much damage and isn't poisoned.

In all my travels, I thought nothing left on these mythic lands could surprise me. I was proved wrong yet again when I saw a Hydra engaged in deadly combat against another titanic beast. With each head the creature lost in battle, two took its place, eventually overwhelming its prey. Watching the ever writhing mass of serpents grow larger and larger with each passing minute was mesmerizing, almost enough to keep me from turning on my heels to flee when a few of its heads turned to face me.

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COPPER EYE

Armor (shield), very rare (requires attunement)

A copper dipylon shield with a single vertical eyelid at its center. While attuned to this shield you can close your eyes, causing the eye at the center to open. You can see through the eye as long as you are on the same plane as it. While doing so you have darkvision out to 120 feet.

Spark in the Eye. As an action you can cast the Lightning Bolt spell from the eye on this shield as long as you are on the same plane as it (DC 15). Once you use this property, you cannot do so again until the next dawn.

As the sweat upon my brow trickled down my face, I dared not break my gaze back at the single gigantic eye that seemed to pierce my soul. I had heard tales of the cruelty of these one-eyed monsters, but to be caught within its sight instilled a fear within me unlike any other. As the lumbering behemoth stooped to grasp a boulder in its massive hand, I took the opportunity to ready my sling. With a well-placed shot, I could yet survive this encounter.

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ALLURING LYRE

Wondrous item, rare (requires attunement by a spellcaster)

A pearlescent lyre featuring the beautiful and terrifying visage of a finned and feathered siren. You can use this musical instrument as a spellcasting focus. This item has 5 charges and regains all charges at dawn. While holding this instrument you can cast one of the following spells by expending the necessary number of charges: Charm Person (1 charge), Enthrall, (2 charges), Fear (3 charges).

Illusory Glamour. You can spend a charge as a bonus action to wrap yourself in a beautiful disguise for 10 minutes. For the duration each humanoid that sees you perceives your form as a beautiful being that they find attractive. Creatures that cannot see you or have Truesight are immune to this property.

Siren Song. As an action you can spend 2 charges to start playing an enticing song. Every creature with an Intelligence score of 6 or greater within 60 feet of you that can hear the song must make a Wisdom saving throw or be charmed until the song ends. A creature charmed in this way spends its turn moving as close to you as possible. Whenever it takes damage, a target can repeat the saving throw, ending the effect on itself on a success. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that successfully saves is immune to this property for the next 24 hours. You must maintain concentration on this property as though concentrating on a spell.

I've little to write of these creatures, as I was fervently warned to keep my distance no matter how powerful my curiosity may be. Though it initially saddened me to only have to gaze upon their beautiful forms from a distance, the wreckage that littered their stony perch affirmed to me that my benefactors had been correct.

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FEATHERWING

Weapon (shortbow), rare

An elegant shortbow of white wood carved in the shape of pegasus wings. The edges of the feathers sparkle with gold leaf. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Bestow Flight. While holding this weapon you can cast the Fly spell on a mount you are riding without expending a spell slot. For the duration the mount grows a pair of spectral wings, and if you dismount from the mount the spell ends. Once you use this property, it cannot be used again until the next dawn.

Aerial Ace. While flying or riding a flying mount, you can make a single ranged attack with this weapon as a bonus action on your turn.

On a beautiful sunny day my journey continued onward, myself thankful for a respite from the usually harrowing encounters I faced in these lands. A flock of pegasi gallivanting about in the warm air only boosted my mood, their gorgeous wings and manes catching the sun in a manner that lifted my spirits for the rest of the day.

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GORGONEION MANTLE

Wondrous item, rare (requires attunement)

A scaled mantle lined with serpentine forms clasped with a carving of the dreaded medusa. While wearing this mantle, you have advantage on saves against being petrified.

Thick Skin. While wearing this cloak you can cast the Stoneskin spell targeting yourself without expending a spell slot. Once you do so, you cannot do so again until the next dawn.

Soft Touch. As an action you can touch a petrified creature to absorb their condition. If you do, the creature is no longer petrified and you gain a Stone point. While you have one Stone point, your AC is increased by 1, your movement speed is halved, and you have disadvantage on Dexterity checks and saving throws. When you have two Stone points, you immediately become petrified.

You lose one Stone point every 24 hours. The Greater Restoration spell reduces your number of Stone points to zero.

As I made my way through the desolate temples on my path, I endeavored to not lock eyes with any of the statues that littered the landscape. Each marble form was in the midst of static dynamism, their expressions twisted with the terror they must have felt in their final moments as the snake-haired gorgons descended upon yet another hapless victim. Blindly stumbling forth, I prayed I would not topple one of these poor souls, lest I alert the monstrous fiends and become part of their stony menagerie.

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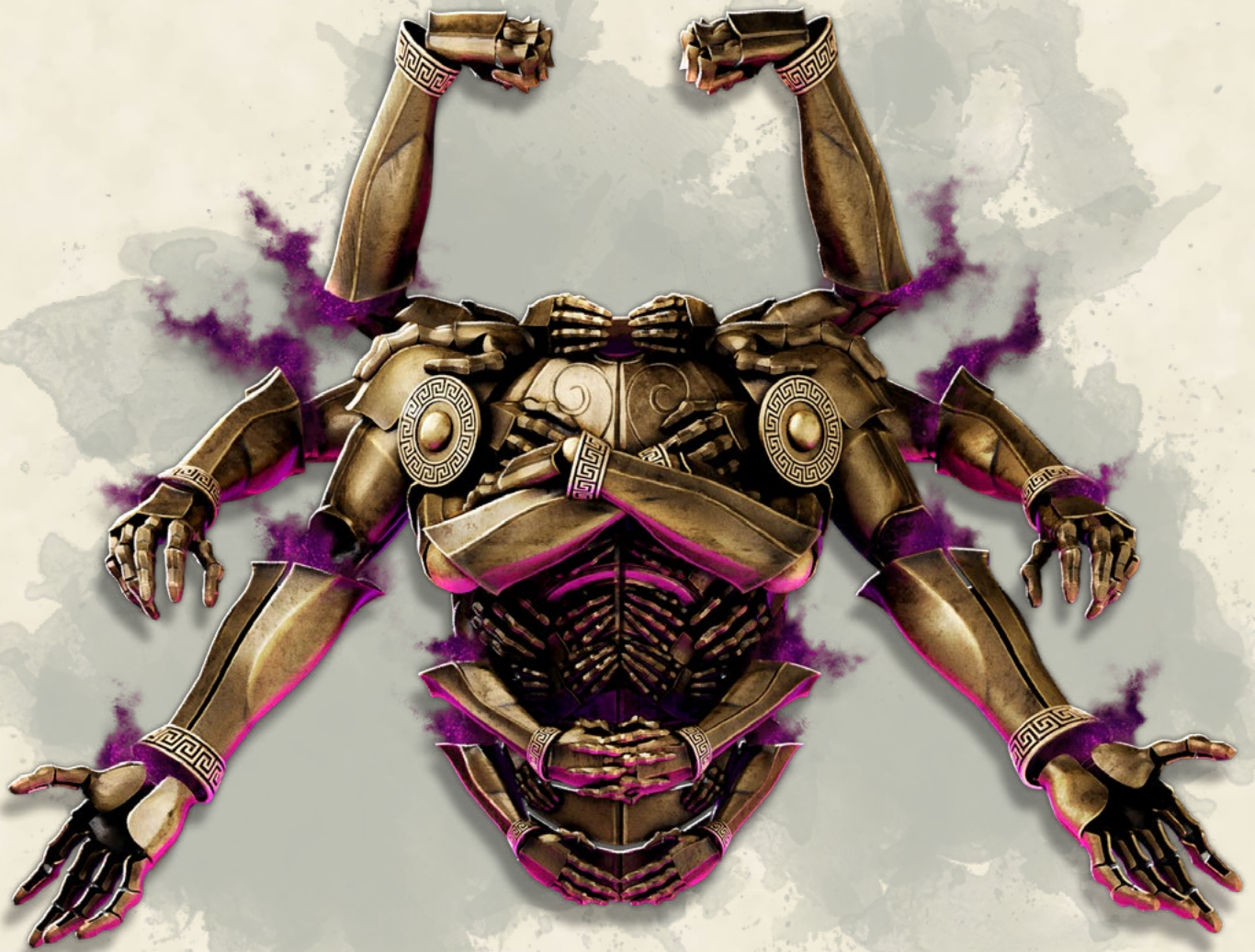


PLATE OF ONE HUNDRED HANDS

Armor (Half Plate or Plate), legendary (requires attunement)

A suit of brass armor featuring innumerable arms and hands that can animate at will. While wearing this armor you gain a +2 bonus to your AC.

Single Handed. While wearing this armor you can cast the Mage Hand cantrip at will. The spectral hand is stronger than normal and can carry a number of pounds up to 20 times your Strength modifier.

Heavy Handed. While wearing this armor, you can control up to two of the additional arms decorating its surface. These secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property. If your Strength score is 18 or greater, you can also use these arms to wield melee weapons that do not have the heavy property.

Hundred Handed. Once per long rest you can have the hands across this armor unfurl and take on a monstrous form. The AC bonus of this armor is decreased to 0 and you gain the following benefits for 1 hour:

You count as one size larger when determining your carrying capacity and the weight you can push or drag.

You gain a climbing and swimming speed equal to your walking speed.

You have advantage on Strength (Athletics) checks.

You can attempt to grapple a creature as a bonus action.

You can have the hands of this armor pummel your foes into submission. As an action you can have the arms of this armor make a number of unarmed strikes equal to your proficiency bonus against creatures within 10 feet of you. You are proficient with these unarmed strikes which deal an amount of force damage equal to 1d8 + your Strength modifier.

I felt the earth rumble beneath my feet, and the skies themselves seemed to quake. With a form more monstrous and befuddling than any I had ever seen, the Hundred-Handed One strode across the land, all hundred eyes scanning the horizon as a hundred limbs blotted out the sun. As awe-inspiring as it was terrifying, I knew then I beheld the form of the great Hecatoncheires.

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THE CHIMERA

Weapon (revolver), very rare

An elegant and deadly creation of the God of the Forge, this peculiar firearm features the aspects of the three heads of its namesake. The trio of barrels at the end of this weapon warn of its various abilities as ammunition fired is molded and reshaped accordingly. This special firearm has the Reload property (3 shots) and the barrel rotates after every shot (Lion - Ram - Snake). When you reload this weapon you can decide which barrel is set to fire on your next attack.

Lion. A shot fired from this barrel seems to find weak spots of even the most durable of monsters. This attack scores a critical hit on a roll of 18 to 20.

Ram. A fiery blast of scattered slag erupts from this barrel in a 15-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw. On a failed save the creature takes 4d6 fire damage and is pushed 15 feet away from you. On a successful save, the creature takes half damage, but suffers no other effect. The fire ignites any flammable objects in the area that aren't being worn or carried.

Snake. The range of this attack is increased to (100/150). On a hit the target must make a DC 16 Constitution saving throw or be paralyzed until the start of your next turn unless it is immune to the poisoned condition. On a critical hit the creature fails automatically.

In all my years exploring these lands, few creatures have vexed me as much as the amalgamation that lay before my eyes. The power of a lion, the stubbornness of a ram, and the ruthlessness of a snake wrapped in one monstrous form. With each step I took I could feel all six eyes trained on me, but in the moment all I could think of was the inner workings of a beast with such a bewildering appearance. Luckily I was able to tear myself away before the beast decided to pounce.



CHTHONIAN CHAINS

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

This ever-burning plate armor depicts three canine heads with serpentine chains draping from their maws covering the wearer's arms. While wearing this armor you gain a +3 bonus to your AC and you have resistance to fire damage. This armor can hold up to 6 charges, regaining 1d6 + 1 charges daily at dusk.

Fangs of Tartarus. You can make a melee weapon attack with the chains that decorate this armor against a target within 10 feet of you. You are considered proficient with the chain and this attack gains a +1 bonus to attack and damage rolls for each charge this armor has (maximum of +3). On a hit, the target takes an amount of piercing damage equal to 1d6 + your Strength modifier, and you can attempt to grapple the creature with the chain. A creature grappled in this way takes 2d8 fire damage at the start of each of its turns.

Whenever a creature CR 3 or higher dies from the damage of the chain or while grappled by the chain, this armor consumes the creature's soul and gains a charge. That creature can only be restored to life by a Wish spell.

Putrefying Breath. As an action you can spend any number of charges to exhale a 60-foot cone of sickening flame. Each creature in the area must succeed on a Constitution saving throw and the save DC is equal to 17 + the number of charges spent. On a failed save the creature takes 2d8 necrotic damage per charge spent, has disadvantage on all melee attacks and cannot regain hit points for 1 minute. On a successful save the creature takes half as much damage, but suffers no other effect.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hypogean Guard. As an action you can spend any number of charges to cast Spirit Guardians without expending a spell slot. For each charge beyond the first, the spell is cast at one level higher, and the save DC is equal to 17 + the number of charges spent. The guardians appear as three burning canine heads floating around you. When cast the spell this way, the spell deals your choice of fire or necrotic damage rather than its normal damage.

He was not the strangest creature I had laid eyes on, nor did he appear more frightening or threatening at first glance compared to some other monstrous beings I had encountered in my days on this land. Yet something about this beast sent shivers up my spine, and as my palms turned clammy and my hair stood on end I understood why this three-headed dog had been entrusted with so grave a task. No soul would ever leave or enter the underworld with such a fearsome guard at its gate.