

THE MITHRAL CANVAS

ORDER OF THE GILDED DAWN



7 MAGIC ITEMS OF HOLY MONSTER SLAYERS
FOR DUNGEONS & DRAGONS 5TH EDITION

ORDER OF THE GILDED DAWN

The creatures of the night are coming, and the Order has come to meet them with the holy light of dawn. The Order of the Gilded Dawn are a church devoted to the slaying of monsters. Their dedication is matched only with their ferocity as they carve a bloody path through their enemies.

FIEND SIGHT LENSES

Wondrous item, uncommon (requires attunement)

These blessed spectacles grant sight into the souls of the wicked. While wearing these lenses you have darkvision out to 30 feet. If you already have darkvision, the range of it is instead increased by 15 feet. Additionally, you can see a faint aura around fiends, undead, and those of infernal or undead lineage (i.e. Tieflings, Damphir) within that radius.

FIEND SIGHT LENSES



FOUL warding GRENADE

Wondrous item, uncommon

A simple explosive device concocted to combat the unholy scourge. As an action, you can throw this grenade at a point up to 60 feet away. The grenade opens, spewing a cloud of garlicky stench that lingers for up to 1 minute or until a wind of moderate or greater speed disperses it. Each creature within 10 feet of the grenade must succeed on a DC 15 Constitution saving throw, taking 2d6 poison damage on a failed save or half as much on a success. When a creature enters the grenade's area for the first time on a turn or starts its turn there, it must succeed on a DC 15 Constitution saving throw or take 2d6 poison damage. Fiends, undead, and transformed humanoids have disadvantage on these saving throws and lose any resistance or immunity to poison damage while within the cloud.



FOUL warding GRENADE

BLOOD OF PENITENCE

Potion, uncommon

This crimson tar-like tincture is consumed by members of the church to prepare their bodies against the forces of evil. After consuming this potion, your Constitution score increases by 2 for one hour. For the duration, if an Undead, Fiend, or transformed Humanoid damages you with a melee attack, it must make a DC 12 Dexterity saving throw. On a failed save, the creature takes 1d6 radiant damage as your blood itself causes them harm. If the attack is a bite attack, the creature automatically fails its save.



BLOOD OF PENITENCE

SAINT'S SCRIPTURE

Wondrous item, rare (requires attunement)

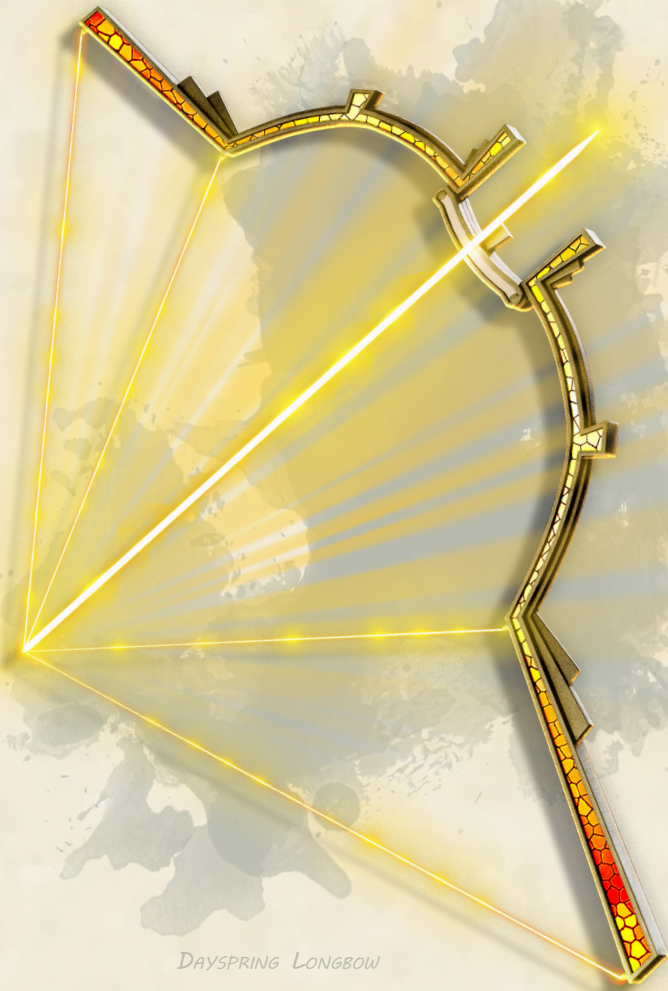
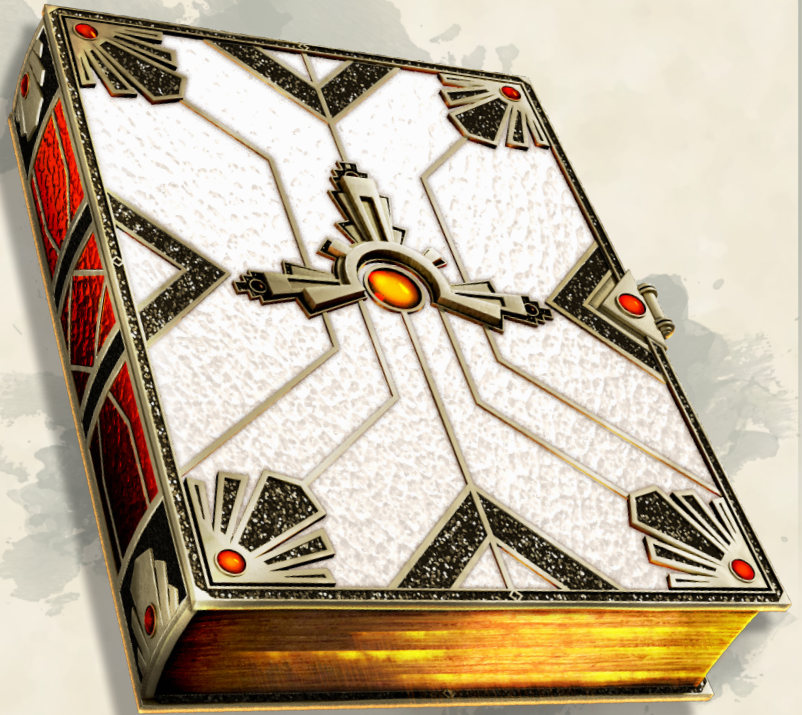
The word of the Dawn Saint alone can be a tool for delivering healing and grace to the sick and needy. You can use this tome as a holy symbol, and while attuned to it you gain the following features:

Compassion. This item has a number of charges equal to your proficiency modifier and regains all charges daily at dawn. You can use an action to expend 1 or more charges to cast one of the following spells: Detect Good and Evil, Detect Poison and Disease (1 charge), Cure Wounds, Sanctuary, (2 charges), Mass Healing Word, Beacon of Hope (3 charges). You may choose either Wisdom or Charisma as your spellcasting ability for these spells.

Generosity. When you heal a creature with a spell or ability, roll one additional die of the same type and add the result to the number of hit points healed.

Self-Sacrifice. When you roll a death saving throw, you can choose to fail your save and cause another creature within 20 feet of you to regain a number of hit points equal to $3d8 +$ your Wisdom or Charisma bonus. If you regain consciousness, you gain a point of exhaustion. Once you use this ability, it cannot be used again until you finish a long rest.

SAINT'S SCRIPTURE



DAYSRING LONGBOW

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Weapon (longbow), rare

The only things that shine brighter than this embellished weapon are the arrows of sunlight it conjures to battle the infernal. This bow doesn't require ammunition, automatically creating arrows of pure sunlight when the bowstrings are drawn back. Ranged attacks you make with these arrows deal radiant damage instead of the weapon's normal damage. An arrow created by this weapon disappears after it hits or misses a target.

Radiance. As an action, you can fire a light arrow at a point within 100 feet, casting the Daylight spell at that point. The light is sunlight and the duration of the spell is 1 minute. Once you use this feature, it can't be used again until the next dawn.

Sun Shower. You can spend an action to fire an arrow into the air and choose a point within 150 feet of you. Each creature in a 40-foot radius, 20-foot high cylinder under that point must make a DC 16 Dexterity saving throw as a barrage of light arrows shower the area. A creature takes $4d8$ radiant damage on a failed save, or half as much damage on a successful one. Once you use this feature, it can't be used again until the next dawn.

BLADE OF SANCTUARY

Weapon (longsword or greatsword), very rare (requires attunement)

The most holy of weapons, granted only to the most righteous to lead the way to salvation. You gain a +2 bonus to attack and damage rolls made with this weapon. If you are within 30 feet of an undead or fiend, you gain an additional +1 bonus to attack and damage rolls made with this weapon.

Blessed Light. You can cause the sword to emit a holy light in a 15-foot radius and dim light for an additional 15 feet for 10 minutes. The light is sunlight and while it shines, the blade deals an additional damage die as radiant damage. You must maintain concentration on this feature as though concentrating on a spell. While the light is active you and allied creatures within 15 feet of you have a +1 bonus to AC and advantage on all saving throws other than your own Constitution saving throws to maintain concentration. Once you use this feature, it cannot be used again until the next dawn.

Righteousness. If an allied creature is reduced to 0 hit points within 10 feet of you, attacks you make until the end of your next turn are made with advantage.



BLADE OF SANCTUARY



RAIMENT OF THE FINAL DAWN

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Wondrous item, legendary (requires attunement)

Radiant as the sun, pure as the sky, strong as the earth. While wearing this coat you have advantage against being charmed or frightened and you can understand and speak Celestial. This item can store up to 3 charges. When a creature is reduced to 0 hit points within 30 feet of you, it gains a charge. If the creature was an undead or fiend this item gains 2 charges instead.

Consecration. From the blood of the infernal that stains this holy vestment, light shines forth. You can use a bonus action to activate this feature, causing you to become a holy avatar of battle. While this feature is active, at the start of each of your turns you regain an amount of hit points equal to 1+ your constitution bonus, you have resistance to fire and necrotic damage, and melee attacks you make deal an additional 2d4 radiant damage. At the end of each of your turns, the raiment loses a charge until it has no charges remaining, at which point this feature is no longer active. You can use this feature a number of times equal to half your proficiency bonus rounded up, and you regain all expended uses at the next dawn.

Corruption. If a creature is reduced to 0 hit points within 30 feet of you while this item has 3 charges, at the start of your next turn you must succeed on a DC 18 Wisdom saving throw. On a failed save you move directly towards the nearest creature to you and use the attack action against that creature. If there is more than one possible target, roll to randomly determine the target. You then regain control for the remainder of your turn. If you are under an effect that prevents you from concentrating (such as the barbarian's Rage feature), you automatically fail this saving throw.