



THE
MITHRAL CANVAS



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7 ITEMS INSPIRED BY
ASIAN AMERICANS AND PACIFIC ISLANDERS MONTH
FOR USE IN DUNGEONS & DRAGONS 5TH EDITION

ASIAN AMERICANS AND PACIFIC ISLANDERS

A Celebration of Asian Americans and Pacific Islanders Month with a set of unique weapons to use in your worlds. Drawing inspiration from weapons that are not present in the current game and from cultures that are underrepresented in traditional fantasy TTRPGs.



COIL STEEL URUMI

Weapon (whip), rare

This flexible sword whips and bends, making its strikes nearly impossible to avoid. You gain a +1 bonus to attack and damage rolls made with this weapon.

Surul Edge. If you make an attack against a creature wielding a shield with this weapon, your attacks ignore the AC bonuses received from its shield.

Danger Zone. When a creature you can see moves into the reach you have with this weapon, you can use your reaction to make an opportunity attack against the creature using this weapon.

Flexible and difficult to avoid, this weapon merges the speed of a whip with the edge of a blade to inflict injury upon its target. The Urumi slashes and cuts from afar, allowing its wielder to pierce through the gaps in an opponent's defenses.

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SEETHING CHONGTONG

Weapon (quarterstaff), rare (optional attunement)

A staff that doubles as a firearm, delivering death from afar. This quarterstaff has the Ammunition and Loading properties, and can be loaded with a single crossbow bolt at a time. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Hand Cannon. If this weapon is loaded, you can make a ranged weapon attack (60/150 ft.) firing a blazing bolt, dealing 1d4 piercing damage and 1d4 fire damage. Proficiency with crossbows or firearms allows you to add your proficiency bonus to the attack roll. After using this feature, until the end of your next turn, melee attacks made with this weapon deal an additional 1d4 fire damage as the barrel remains hot.

Han. Power from suffering. While attuned to this weapon, when you take damage from a creature you can see, you can spend a hit die (no action required) to mark that creature with a deep grudge. For the next minute or until you are knocked unconscious you gain the following benefits:

You have advantage on the first attack you make each turn against the marked creature.

If you use the Hand Cannon feature against the marked creature, you ignore half cover and three quarters cover.

You have advantage on saving throws against being charmed or frightened by the marked creature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of one). You regain all expended uses of it when you finish a long rest.

Though simple in design, the Chontong served as a functional weapon in times of crises and warfare. The ease with which it could be handled allowed it to be used by anybody and everybody, from an able-bodied soldier to an inexperienced villager so long as they could aim the barrel.

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TWIN STRIKE TONFA

Weapon (club), rare

Striking hard and fast, these perplexing pair of weapons batter foes into submission in a torrent of strikes. You gain a +1 bonus to attack and damage rolls made with these weapons. This pair of clubs counts as two separate weapons that can be wielded in both hands.

Shift Grip. When you wield these weapons in both hands you decide which grip to hold them in, gaining a bonus depending on your grip. Once per turn as a free action you can change your grip between the following forms:

Sturdy Grip. You gain +1 bonus to your AC.

Swift Grip. You gain a +1 bonus to your attack rolls.

Bludgeoning Barrage. If you hit a single creature three times with these weapons in a single round of combat, the target must make a DC 16 Constitution saving throw or be stunned until the start of your next turn.

For any unfamiliar with these fast-striking weapons, the Tonfa can be a surprise as they serve to empower their users' attacks. By shifting the manner in which these are held, a user can adjust to the flow of battle, trading offense for defense or vice-versa as needed.

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TRAILBLAZER KHUKURI

Weapon (scimitar), rare

Designed to combat the harsh conditions of its original environment, this formidable blade can cleave through most foes with ease. You gain a +1 bonus to attack and damage rolls made with this weapon.

Pathfinder. While holding this weapon, moving through difficult terrain costs you no extra movement. This weapon deals double damage to nonmagical plants and plant type creatures.

Sundering Steel. When you score a critical hit against a creature wearing nonmagical armor or carrying a nonmagical shield, you leave lasting damage in their defenses. The armor or shield (your choice) takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed as your attacks tear the object to shreds.

Designed for both combat and utility in any and all conditions, a Khukuri blade serves as a powerful tool in an explorer's arsenal. With a heavy blade and curved design it makes short work of anything from wood and dirt to flesh and bone.

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SEABORNE LEIOMANO

Weapon (club), rare (optional attunement)

An imposing weapon that inspires those who witness the wielder in combat. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which deals your choice of bludgeoning or slashing damage on a hit.

Serrated Edge. If you roll a 1 on damage from this weapon, you can reroll the die and must use the new roll.

Haka. While attuned to this weapon, you can spend 1 minute performing a ceremonial dance to invigorate your party. You must make a performance check. Up to five other creatures of your choosing that witness your performance become affected by the Motivational Speech spell. If your performance check was a 15 or higher each creature also gains an additional 5 temporary hit points. Once you use this feature it can't be used again until you finish a long rest.

A beautiful yet threatening weapon, a Leiomano could rip and tear at an enemy with ease thanks to its shark tooth tips. Those who wielded such a weapon would be warriors of high status, able to inspire their kin through tumultuous times.



IRON GRIP SASUMATA

Weapon (quarterstaff), rare

A fearsome spiked pole with a forked end for restraining assailants. This weapon deals double damage to objects and structures. This weapon deals your choice of bludgeoning or piercing damage on a hit.

Apprehend. When you hit a creature with a melee attack with this weapon, you may have the target make a DC 15 Strength saving throw. Creatures more than one size larger than you succeed automatically. On a failed save the target becomes grappled in the hook of the fork. The target can use its action to repeat the saving throw, freeing itself on a success. On a success or failure, the hooks and spikes dig into its body dealing 1d4 piercing damage. The target can choose to give itself advantage on this saving throw, but takes 3d4 piercing damage instead. You cannot make attacks with this weapon while using it to grapple a creature. Unless the creature is a larger size class than yourself, your movement is not halved if you attempt to move a creature grappled in this way.

A brutal looking tool used to keep criminals in check, the Sasumata was a force to be reckoned with in times of old. A wielder could use the hooks and points studded across this spear to grab hold of their quarry from afar and lead them around, making it easy for their allies to swoop in and assail the target.

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DRAGON'S FIST LIUXING

Weapon (flail), rare (optional attunement by a monk)

A metal bludgeon on a chain capable of incredible feats of precision for those skilled enough to wield it. While attuned to this weapon you can make attacks with it as though you have proficiency with flails and you may treat it as a monk weapon. This weapon has the reach and finesse properties.

Twining. As a bonus action you can spin this weapon around your body to confuse your target while building speed. Until the end of your turn attacks you make with this weapon gain a bonus to attack rolls equal to your proficiency bonus.

Meteor Hammer. If you are a monk attuned to this weapon, when you use your Stunning Strike with this weapon the DC of target's saving throw is increased by half your dexterity modifier (rounded down).

Through sheer speed and centrifugal force, the Liuxing can bludgeon its targets into submission. In the hands of a skilled practitioner, this weapon is impossible to predict as it twists and turns and swings in every which way through precise manipulation of the chain.

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