



THE

MITHRAL CANVAS



VIKING'S FURY



7 ITEMS FORGED IN THE FROZEN NORTH
FOR DUNGEONS & DRAGONS 5TH EDITION

VIKING'S FURY

The northern reaches build hardy folk. Survivors that brave both blizzard and battle head-on. Better to die by spear than by the biting cold, for in glorious death we will be reunited with our forbears. Drink and be merry my friends, for we shall do the same when we meet in the realms beyond!



STORM-EYE SLING

Weapon (sling), uncommon

A leather sling engraved with the eye of the All-Seeing, glowing with boreal light. It is designed to reward those of great strength with unerring aim.

Mighty Fling. When making an attack with this weapon, you use your choice of Strength or Dexterity modifier for the attack and damage rolls. Ranged weapon attacks with this sling deal 1d6 bludgeoning damage. If your strength score is equal to or greater than 16, the normal range of this weapon is increased by 30 feet.

For raiders of the northern lands strength and brutality are favored above all other traits. But power, for all its potential, means little without proper direction. 'Tis for this reason that One-Eyed God, All-Seeing and All-Knowing, is worshiped with greater reverence than any other deity amongst their pantheon. Just as his wisdom aims us straight and true, so do his blessings guide our volleys, driving them into the skulls of our enemies.

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RELENTLESS RÖND

Armor (shield), uncommon

A shield made from fallen wood of the World Tree, bound and reinforced with its amber and humming with the tree's adamant magic. While holding this shield, you gain an additional +1 bonus to AC.

Unyielding Charge. If you take the dash action while holding this shield you can move through the space of another creature, and it doesn't count as difficult terrain. The first creature whose space you move through this way takes an amount of bludgeoning damage equal to 1d6 + your Strength bonus and must succeed on a DC 13 Strength saving throw or be knocked prone. A creature more than one size larger than you succeeds automatically. If you end your turn in another creature's space, you are shunted to the last unoccupied space you occupied.

The War of the Gods reshaped the land forever. As their mighty blows met, the force sent splinters and vitrified sap of the great World Tree crashing to the earth below. Resourceful craftsmen took advantage of this adamant material, enhancing their warrior's already impressive arsenal. The shields borne from this marriage of iron and wood and sap made their wielders feel nigh invincible, sending them barreling forth into battle to crush their enemies underfoot.

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HORN OF THE REVELERS

Wondrous item, uncommon

An ivory horn etched with a depiction of the great celestial goat known for its everflowing mead. The honored dead drink their fill of it, awaiting their final battle at Ragnarök.

War Holler. As an action you can blow into this horn to rouse your allies to battle. You and up to 5 creatures of your choice within 60 feet of you may gain an amount of temporary hit points equal to your Strength modifier (minimum of 1). A creature that has these temporary hit points gains advantage on saving throws it makes to avoid being frightened or to end the condition on itself. This property can't be used again until the next dawn.

Heiðrún's Blessing. Any nonmagical liquid that is poured into this horn is transformed into mead.

Both before and after the battle, few things are as valuable as the morale of one's troops, and few things are as effective for rallying the spirits of those trained on blood and steel as song and mead. Sing, drink, and be merry, for beyond the horizon looms battles yet won and foes yet conquered. Let the mead flow as though it were from the Heiðrún itself. We drink to the dead, and they drink to us!

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BESTIAL BAND

Wondrous item, rare

A twisting band of metal and amber capped with depictions of animal heads. Worn on the arm it distinguishes one as a proud warrior.

Gifts of Legend. The animal figures at the ends of this band grant the wearer the benefits of one of the forms listed below. Over the course of a short or long rest you can have the metal of this band change into the form of a different animal:

Serpent. When you succeed on a saving throw, you can use your reaction to immediately move up to 10 feet in any direction. This movement does not provoke opportunity attacks.

Wolf. When you hit a creature with an attack made with advantage, the next attack against that target made by a creature other than yourself is also made at advantage.

Raven. When you score a critical hit, the target takes an additional amount of damage equal to half the damage dealt by that attack at the end of its next turn unless it takes an action to staunch the wound.

The beasts of the wild north have inspired legends among our people. Massive serpents that encircle the world, great wolves that chase the sun and moon, and ever-watchful ravens that serve as the eyes of the all-seeing. From them we gain strength and cunning, fury and courage. Through their ways we bring our foes to ruin, their wisdom guiding our ways.

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JUGGERNAUT'S LAMELLAR

Armor (studded leather, scale mail, or splint), rare (requires attunement)

Armor constructed of leather and rows of metal plates, reinforced with magical amber. While wearing this armor, you gain a +1 bonus to AC, and you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection.

Stalwart Frame. If you gain temporary hit points while wearing this armor, you gain an additional number of temporary hit points equal to your Strength bonus.

Never Yield. Whenever you are forced to make a Strength or Constitution saving throw while wearing this armor, you can expend 5 of your temporary hit points to make your saving throw with advantage. If you do not have at least 5 temporary hit points, you cannot use this property.

To attempt to weather a Viking raid is a foolhardy task, built upon ignorance and misplaced belief. Nothing blunts our assault, not sword nor spear nor arrow nor bow. Against it all, a Viking rushes into combat with unflinching spirit and unbreakable body working in perfect harmony.

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BERSERKER SPANGENHELM

Wondrous item, very rare (requires attunement)

A conical masked helm, topped with pointed horns bursting with power granted from the world tree. Imbued with bestial aggression, these horned warriors were feared throughout the lands. While wearing this helmet, you gain a +1 bonus to your AC and have advantage on saving throws against being frightened.

Inspire Frenzy. While wearing this helmet, as an action you unleash a battle cry to call those around you to barbaric combat. Each other creature within 30 feet of you must make a Wisdom saving throw. The DC is equal to 10 + your Strength modifier + your proficiency bonus. On a failed save, the target becomes berserk. While berserk, the target ignores the effects of being frightened and at the start of its turns moves directly to the nearest creature and uses the attack action against that creature. Any attack made this way is made with advantage. If the target is concentrating on a spell, they automatically fail their saving throw. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this property it can't be used again until you finish a short or long rest.

Goring Rush. If you move at least 20 feet in a straight line towards a creature, you can make an unarmed strike with this helmet against the target as a bonus action. On a hit, this attack deals an amount of piercing damage equal to 1d6 + your Strength bonus. If the target is berserk, it takes an additional 1d6 piercing damage and makes its next saving throw against the berserk condition with disadvantage.

Some think of us as barbaric, savage, uncultured. Yet deep within every being lies a roaring animal, screaming for release. Those who follow the All-Seeing understand this to be true and in turn bestow the blessing of glorious battle to those who face our steel. We shall fill them with metal and expose their basest desires, turning the world into a symphony of wanton violence.

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VALOR

Weapon (battleaxe), legendary (requires attunement)

A runed, amber-edged battleaxe with a haft hewn from the petrified branch of the World Tree. The branch was felled by the attack of the God of the Storm, imbuing it with divine lightning. You gain a bonus to your attack and damage rolls equal to half your proficiency modifier rounded down when you attack with this magic weapon. This weapon has the thrown property (range 30/60). When you make a ranged weapon attack with this weapon it returns to your hand immediately. This weapon has a number of charges equal to twice your proficiency bonus and regains all charges after a long rest.

Bifrost Crash. When you make a ranged weapon attack with this weapon, hit or miss, you can spend up to 3 charges to teleport within 5 feet of the attack's target with this weapon in hand. When you do, each other creature within 20 feet of you must make a DC 17 Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage and 1d6 lightning damage per charge spent, or half as much damage on a successful one.

Glorious Death. If you take damage that reduces you to 0 hit points and doesn't kill you outright while holding this weapon, you can use your reaction to summon terrible strength and immediately take an extra turn, interrupting the current turn. During this turn the only action you can take is the attack action, and all your melee weapon attacks are made with advantage. When the extra turn ends, you fall unconscious. Once you use this property, you can't use it again until you finish a long rest.

Curse: Valhalla. When you die, your spirit is welcomed into the hall of heroes to enjoy eternal revelry. If a creature attempts to revive you, a Valkyrie warrior appears to safeguard your soul, interrupting the spell or ability before you are revived (use the Deva stat block). The Valkyrie appears in an unoccupied space within 5 feet of the creature attempting to revive you and seeks to kill them in order to keep your soul in its rightful place. If the Valkyrie kills the creature attempting to revive you it vanishes. Once the Valkyrie is reduced to 0 hit points it vanishes and your spirit returns to your physical form, the spell or ability resolving as normal.

Imbued with the power of the Storm God himself, fallen from the skies beyond reach and unmatched in its capacity for destruction. Only those deemed worthy to wield such power may grasp its steel and deliver unto our foes such carnage and ferocity that their ranks buckle with every swing. And though many have fallen with it in hand, ask thineself: is it not glorious to take weapon in stride and conviction in heart, to die soaked in dirt and blood and prove yourself worthy of immortality? Sing brothers, sing.