

THE MITHRAL CANVAS

GIFTS OF INSPIRATION



8 INSPIRED MAGIC ITEMS
FOR DUNGEONS & DRAGONS 5TH EDITION

GIFTS OF INSPIRATION

Inspiration to a crafter is the gift that keeps on giving, and when it strikes you must follow it.



FONT OF INSPIRATION

Potion, rare

This tiny bottle contains the full benefits of a clarifying and refreshing shower. When you use it you can twist the cap and douse yourself or another within 5 feet of you with the enchanted water contained within. When you do, the doused creature gains the following benefits:

It and everything it is wearing or carrying are immediately cleaned as though by the prestidigitation spell and any fire on it or in its space is extinguished.

It gains a point of inspiration.

It may immediately repeat a saving throw to resist a spell or ability currently affecting it.

For the next hour it doubles its proficiency bonus when making an ability check that uses a tool proficiency it is proficient with.

Sometimes the day-to-day life of adventurers and craftsmen alike can become a bit hollow. When fighting your 20th dragon or crafting endless armor commissions from its scales, it can be hard to find the motivation and creativity the craft once inspired in you. If you ever find yourself stuck, it's best to take a step back and give yourself a moment. Often all one really needs is a quick break and a nice refreshing shower to get the creative juices flowing.



VEIL OF THE MOURNING MATRON

Wondrous item, rare (requires attunement)

A mourning veil of flowing black lace. When the veil is down, the wearer's face becomes completely obscured, but a faint image of a skull can be seen in place of the wearer's face. While wearing this item you have advantage on attacks against creatures that are frightened of you. Additionally when witnessing restless souls or hearing tales of loss, tears endlessly stream from your eyes.

Wandering Spirit. The power of the mourning matron allows you to travel through the veil between life and death. As an action, you can magically shift from your current plane to the Ethereal Plane as though by the Etherealness spell. After ten minutes or when you use a bonus action to end the effect, you return to the plane you originated from in the space you currently occupy. Once you use this property you cannot do so again until you finish a long rest unless you expend a spell slot of 5th level or higher.

Vengeful Visage. Whenever you shift from the Ethereal Plane to another plane, each creature within 15 feet of you must make a DC 15 Wisdom saving throw. On a failure, they become frightened of you until the end of your next turn. Undead succeed their save automatically.

Loneliness had drawn the man to the graveyard that fateful night. Drunk and delusional, he stumbled to the headstones of his wife and children. His taste for the drink had always caused tension with his family, as well as his employers. While traveling to a new town with prospective jobs, their wagon was caught in a blizzard. The man had ventured ahead to seek help and shelter, but by the time they returned his family had succumbed to the elements. Drowning his sorrows in liquor as he always had, he knelt at the graves, but a cold shiver let him know he was not alone. Looking up he met the gaze of a woman in a black mourning gown. The dark veil betrayed no features behind it, but the vengeful aura that pierced his soul was unmistakable. His body was found the following day, his frightened eyes still staring at the empty space above his late wife's gravestone.



RAMPART REGALIA

Armor (plate), very rare (requires attunement)

A stony gown enchanted to allow for free and flowing movement. You gain a +1 bonus to your AC while wearing this raiment. As long as one property of this armor is active, it becomes Half-Plate. If both are active at the same time, it becomes a magical gown instead of armor.

Curtain Wall. As an action you can spin this gown causing the skirt to fly off and extend into a fortified barrier. When you create the wall at least one section must be within 15 feet of you and you can choose the shape it takes. The wall is a contiguous 5-foot-high barricade that is up to 60 feet long and 5 inches thick with battlements at the top.

Royal Tower. As part of the Curtain Wall property or as an action, you can cause the bulky shoulders and sleeves of the dress to fly off, forming two fortified towers. You can place the towers at two points within 15 feet of you, or at any point along your wall as long as you are within 15 feet of the wall. The Towers are 15 feet high and 10 feet wide with a door, staircase, and upper level. Arrow slits line the upper floor with doors that lead to the wall's battlements where necessary.

Each 10-foot section of the wall and towers has an AC of 15 and 150 hit points. If the wall or towers appear in a creature's space, the creature is pushed to one side of the wall or tower (your choice). If a creature would be surrounded on all sides by the walls of the structures (or the walls and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The walls and towers each remain until you recall them to yourself as a bonus action. Once you use each property, it cannot be used again until you finish a long rest after recalling them.

There are many tales of princesses being locked away in a tower by overprotective kings. Princess Leonette of Eldegaard was a different matter. Mastering matters of the court at a young age, she shifted her interest to matters of the battlefield, longing to lead her kingdom's soldiers in warfare. Her father, wishing to protect her but knowing he could not deny her prowess, commissioned the kingdom's mages to create a regal suit of amour. Light as a feather but hard as the castle walls, he had his tower to protect his princess.

Leonette was pleased with her raiment but, being the strategist and kind-hearted soul she was, she asked the mages to give her a way to protect her soldiers as well as herself. With a graceful spin, she could switch an offensive charge to a defensive line, erecting castle walls and towers by shedding her magical armor. She won many battles for her country, as well as the hearts of those under her banner. To this day, the tale of Syr Leonette, the Tower inspires soldiers and princesses alike.



ARMORY QUIVER

Wondrous item, rare

A curiously bulky quiver of Dwarven make, infusing the ammunition within it with the power of the Great Forge.

Fire All. When you make a ranged weapon attack using a piece of nonmagical ammunition drawn from this quiver, the ammunition transforms into a spectral version of a random melee weapon mid-flight. Your attack deals the amount and type of damage respective to that weapon on a hit (ex. if the ammunition transforms into a maul, the target takes 2d6 bludgeoning damage on a hit). When the ammunition is fired from a martial ranged weapon, it uses the versatile damage dice of the weapon instead of the normal damage dice when applicable. Hit or miss, the ammunition then transforms back to its original form.

BANG! Felix huddled beneath the barricades as the sound of weapons soaring through the air echoed above him. TINK. Out of the corner of his eyes he could see all manner of missiles soaring through the air, threatening to tear his safe haven asunder. CRUNCH! As he shut his eyes, Felix shuddered to think of how mighty a force must be descending upon his position to wield arms so varied with such abandon.

Meanwhile, the lone archer yawned as she loosed another arrow which shifted mid-flight into a club before thudding uselessly against the ramparts.



VIRULENT GRIP

Wondrous item, very rare (requires attunement)

A horrendous claw armed with a multitude of venomous tinctures and oozes. This item can hold up to 4 charges. You can spend 1 hour of work using a poisoner's kit and 50 gp worth of materials to have this item gain 1 charge. If you have proficiency with the poisoner's kit, it regains 2 charges instead. This gauntlet can be worn normally or can be used to replace a missing arm.

While this item has at least 1 charge, your unarmed strikes with it deal an additional 1d6 poison damage that ignores resistance to poison damage.

Reverse Engineer. Whenever you succeed on a saving throw to resist being poisoned or diseased while wearing this gauntlet, this item gains 1 charge as it reverse engineers the dangerous substances.

Poison Cocktail. A single touch is enough to administer horrific poisons directly into your quarry. When you hit a creature with this gauntlet you can cast one of the following spells against the target without requiring a spell attack roll (spell save DC 16) by expending the necessary number of charges: Inflict Wounds (1 charge), Ray of Enfeeblement (2 charges), Contagion (3 charges). Creatures that are immune to the poisoned condition are unaffected by this property.

The man was on his knees before he even made it out of the market, the prick he had felt just moments ago growing from an uncomfortable tingle into a searing pain that tore through his body. A gaggle of onlookers gathered round the man whose veins began to blacken as foam gathered round his lips. Just as his eyes began to glaze over, he could see someone peering directly back at him; a small figure, a steely gauntlet at the tip of their arm that hissed and bubbled with mysterious fluids. As his vision faded to black, the figure turned and vanished into the crowd.



SLAGSTEEL CUIRASS

Armor (breastplate), legendary (requires attunement)

A jagged breastplate formed from heated stone and metal with a molten layer flowing below. This armor has 6 charges and regains 1d4 + 2 charges after a long rest. Properties of this armor ignore resistance to fire damage.

While this armor has at least 1 charge, it appears in its Igneous form. If it drops to 0 charges, it transforms into its Molten form until it regains a charge.

Igneous. You gain a +3 bonus to your armor class. You have immunity to fire damage.

While wearing this armor in its igneous form you can cast one of the following spells (spell save DC 14) by expending the necessary number of charges: Fire Shield (3 charges; warm shield only), Heat Metal (2 charges), Ice Knife (1 charge; +5 to hit; deals fire damage instead of cold damage), Wall of Stone (4 charges).

Molten. You shed the hardened exterior of this armor, unveiling

its fiery core. The bonus to AC decreases to +1 and you have resistance to fire damage instead of immunity. While wearing this armor, your body exudes an intense heat that burns any flammable objects within 5 feet of you that aren't being worn or carried. While in its molten form, you gain the following properties:

Your speed is increased by 10 feet.

Your melee attacks deal an additional 2d6 fire damage.

Whenever a creature comes within 5 feet of you for the first time on a turn, it takes 1d6 fire damage.

Many forget the might of the land, alive and breathing and moving all the while. Though we live comfortably upon the crust, the immeasurable energy running through the veins of our world seethes with impatience; bubbling just below the surface, ever threatening to burst from its stony prison at the first opportunity. Once unleashed, it becomes a force unstoppable as it surges forth to consume all in its path.



HAND OF PERDITION

Wondrous item, legendary (requires attunement)

A seething hellish cestus of wretched infernal materials given to those who would defy The Heavens. While wearing this gauntlet, unarmed strikes made with it have a +3 bonus to hit, deal an additional 1d8 fire damage, and ignore any damage resistances and immunities of celestials.

Hell's Fury. You can use a bonus action to engulf half of your body in the fiendish blaze of the Hells. A single devilish wing grows from your back, and one eye glows with searing flame. For one minute, you gain the following properties:

You are resistant to all damage dealt by celestials.

The first time you deal fire damage to a creature each turn, it must make a DC 20 Constitution saving throw or be set ablaze. The creature takes 1d8 fire damage at the start of its turn until it or another creature uses its action to extinguish it.

When you deal fire damage to a celestial, all damage done to it ignores any resistances or immunities it has until the start of your next turn.

You have a fly speed of 40 feet until the end of each of your turns. If you are unable to stay aloft when your turn ends, you fall.

You can end this property early on your turn (no action required) and can use this property 3 times before finishing a long rest.



HAND OF SALVATION

Wondrous item, legendary (requires attunement)

A glorious gilded cestus of pure celestial materials granted to those who would oppose The Hells. While wearing this gauntlet, unarmed strikes made with it have a +3 bonus to hit, deal an additional 1d8 radiant damage, and ignore any damage resistances and immunities of fiends.

Heaven's Ire. You can use a bonus action to engulf half of your body in the heavenly flame of the Heavens. A single angelic wing grows from your back, and one eye glows with radiant light. For one minute, you gain the following properties:

You are resistant to all damage dealt by fiends.

The first time you deal radiant damage to a creature each turn, it must make a DC 20 Constitution saving throw or be blinded for 1 minute.

When you deal radiant damage to a fiend, all damage done to it ignores any resistances or immunities it has until the start of your next turn.

You have a fly speed of 40 feet until the end of each of your turns. If you are unable to stay aloft when your turn ends, you fall.

You can end this property early on your turn (no action required) and can use this property 3 times before finishing a long rest.



Nephilim's Wrath. While attuned to both Hand of Perdition and Hand of Salvation, you can activate both Heaven's Ire and Hell's Fury as a single bonus action, expending a use of both. While both are activated, you gain the following additional properties:

You have a fly speed of 60 feet for as long as both properties are active.

Unarmed strikes with Hand of Salvation deal an additional 1d8 fire damage.

Unarmed strikes with Hand of Perdition deal an additional 1d8 radiant damage.

Allies within 30 feet of you have resistance to damage dealt by celestials and fiends.

You take 1d6 radiant damage and 1d6 fire damage at the end of your turn. This damage can't be prevented in any way.

The war between The Heavens and The Hells rages eternally in a cacophony of light and flame. Servants of Good and Evil are conscripted every day, granted weapons forged from the material of the outer planes. With the celestials claiming a "greater good" and devils bringing perpetual torment, countless souls have been lost to the extraplanar conflict that rages around them. With both sides evenly matched, there is no end in sight, dooming the realms to endless suffering. Perhaps it is all a farce, a game played by beings with no regard for mortal lives. What we need is a champion who would defy them, to take up arms against both legions to defend us all.