



THE

MITHRAL CANVAS



SWORDTEMBER III



11 BLADES FORGED IN THE FALL CHALLENGE
OF DUNGEONS & DRAGONS 5TH EDITION

SWORDTEMBER III

Swords smithed for the third annual Swordtember Celebration!



PRISM, THE FLAWLESS

Weapon (greatsword), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls you make with this magic weapon. This weapon deals double damage to objects and structures. While in bright light, this weapon deals an additional 2d6 radiant damage.

Mana Refraction. While holding this weapon, if you cast a spell that deals a type of damage from the following list (acid, cold, fire, lightning, poison, thunder), you can change that damage type to one of the other listed types as the magic is transformed within the facets of this weapon.

When a friendly creature within 5 feet of you casts a spell that deals a type of damage from the following list (acid, cold, fire, lightning, poison, thunder) you can use your reaction to change that damage type to one of the other listed types.

Arcane Convergence. When you cast a spell that deals a type of damage from the following list (acid, cold, fire, lightning, poison, thunder) while holding this weapon, you may have the spell deal maximum damage instead of rolling. Once you use this property it can't be used again until the next dawn.

Borne from pressure and heat unimaginable, this gem of prodigious size sparkles and glitters in the light as it warps arcane energies that course through it. The manner in which it does so baffles any that attempt to unravel its secrets as they find themselves only more perplexed than ever by the curious crystalline structure. Even after being thrown into the crucible of battle this blade emerges perfect and pure, a shining beacon unmarred by the ugliness of our world's petty squabbles.

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HONEYSUCKLE

Weapon (longsword), rare

The blade of this sickly-sweet weapon drips with honey when drawn from its sheath. You gain a +1 bonus to attack and damage rolls you make with this magic weapon. Whenever you use a property of this weapon it shrinks in size, turning from a longsword to a shortsword to a dagger. If you use a property while this weapon is shrunk to a dagger, the blade disappears and you cannot make attacks with this weapon or use either of its properties. After you finish a long rest the honey dripping from the hilt of this weapon crystallizes into a longsword.

Soothing Sweetness. As an action, you can cause a portion of this blade to melt into honey, and you or a friendly creature within 5 feet of you can eat or be fed the honey as part of the same action, regaining 1d6 + 3 hit points.

Slather. As an action you can spin this weapon around you. Each creature other than you in a 10 foot radius must make a DC 14 Dexterity saving throw. On a failed save the target becomes smothered in sweet honey and has disadvantage on Dexterity saving throws for 1 minute or until it or another creature within reach of it uses an action to clean away the honey. A creature smothered in honey is considered vulnerable to fire damage until the honey is cleaned off. If a creature smothered in honey takes 5 or more cold damage from a single source their movement is also reduced by half until the honey is cleaned off.

As each colony would have its queen, there are drones that serve to keep their kin and hive safe even at cost to themselves. For those under the banner of the Honey Keepers, this curious blade dripping evermore with glistening honey is clutched close to their sides. Serving as both weapon and support kit, this weapon enables the drones to keep each other healthy and hinder any that would threaten their order. With each use the weapon weakens in power as it gives itself to the greater good just as its owner would for the sake of the hive.

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MYRIAD

Weapon (shortsword), very rare (requires attunement)

The remains of an ornate mirror forged into a shattered blade. In each shard of glass, one sees their own reflection, but with slight differences in features or expressions only a discerning eye would notice. You gain a +2 bonus to attack and damage rolls you make with this magic weapon.

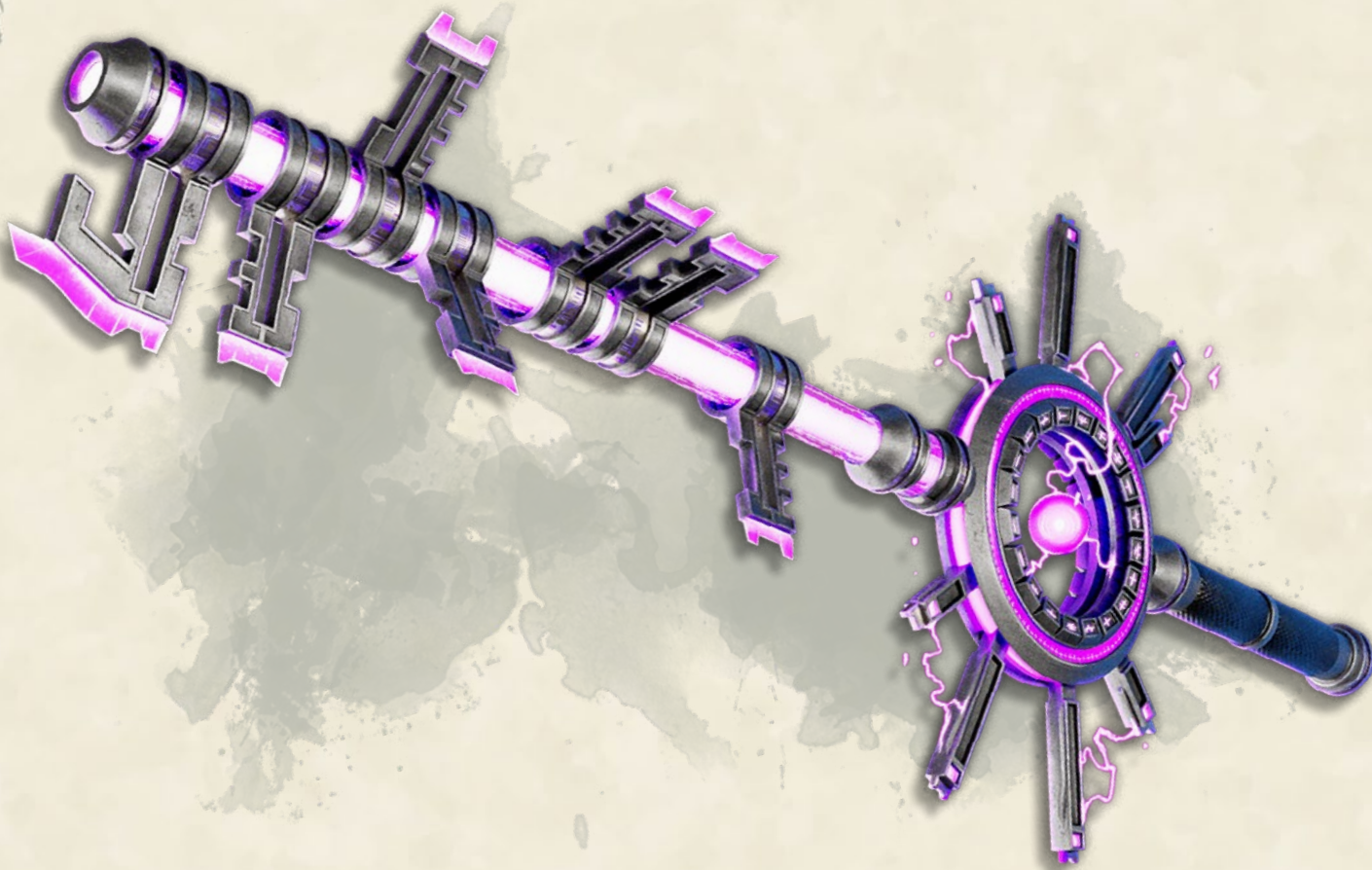
Reflection Group. While holding this sword you can cast the Mirror Image spell without expending a spell slot. Once you use this property it can't be used again until you finish a long rest.

Superior Fractal. When a creature within 5 feet of you targets you with a melee attack, you can use your reaction to make an attack against the creature with this weapon. You make this attack immediately before the target makes its attack roll. If the Mirror Image spell is active when you use this property, this attack deals an additional 1d4 piercing damage per illusory duplicate. If your attack hits, the target makes their attack roll with disadvantage.

One-Way. As a bonus action you can enter a polished surface you are reflected on, even if the surface is smaller than your body. When you do so, you enter a pocket dimension within the polished surface that is an illusory reflection of the space outside. While in this dimension your physical form is visible to creatures that observe the surface and you can see what occurs outside of the dimension, but you cannot hear things outside of it. You can exit the pocket dimension as a bonus action, appearing in a spot of your choice within 5 feet of the polished surface. If the surface is shattered while you are in the pocket dimension you take 4d6 slashing damage and 4d6 force damage and reappear within 5 feet of the broken surface.

A simple mirror does not demand attention or notice, common enough as it is in the world. But for those curious enough to peer closer at their reflected doppelgänger they may sometimes notice an errant twitch, a blink a hair too quick or slow, a curious smirk tugging at the corner of the lips. Those that learn to harness the mysteries of the many refractions they perceive find themselves confounding their opponents through duplicity and imitation brought to life.

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THE SKELETON KEY

Weapon (any sword), legendary (requires attunement)

An odd-looking blade that seems to hum with a power not of this world. You gain a +3 bonus to attack and damage rolls you make with this magic weapon. While attuned to this item magical effects and abilities cannot alter your physical form (ex. Enlarge/Reduce, Polymorph, etc.) or ability scores in any way (ex. Belt of Giant Strength, Feeblemind, etc.) other than the Overwrite property.

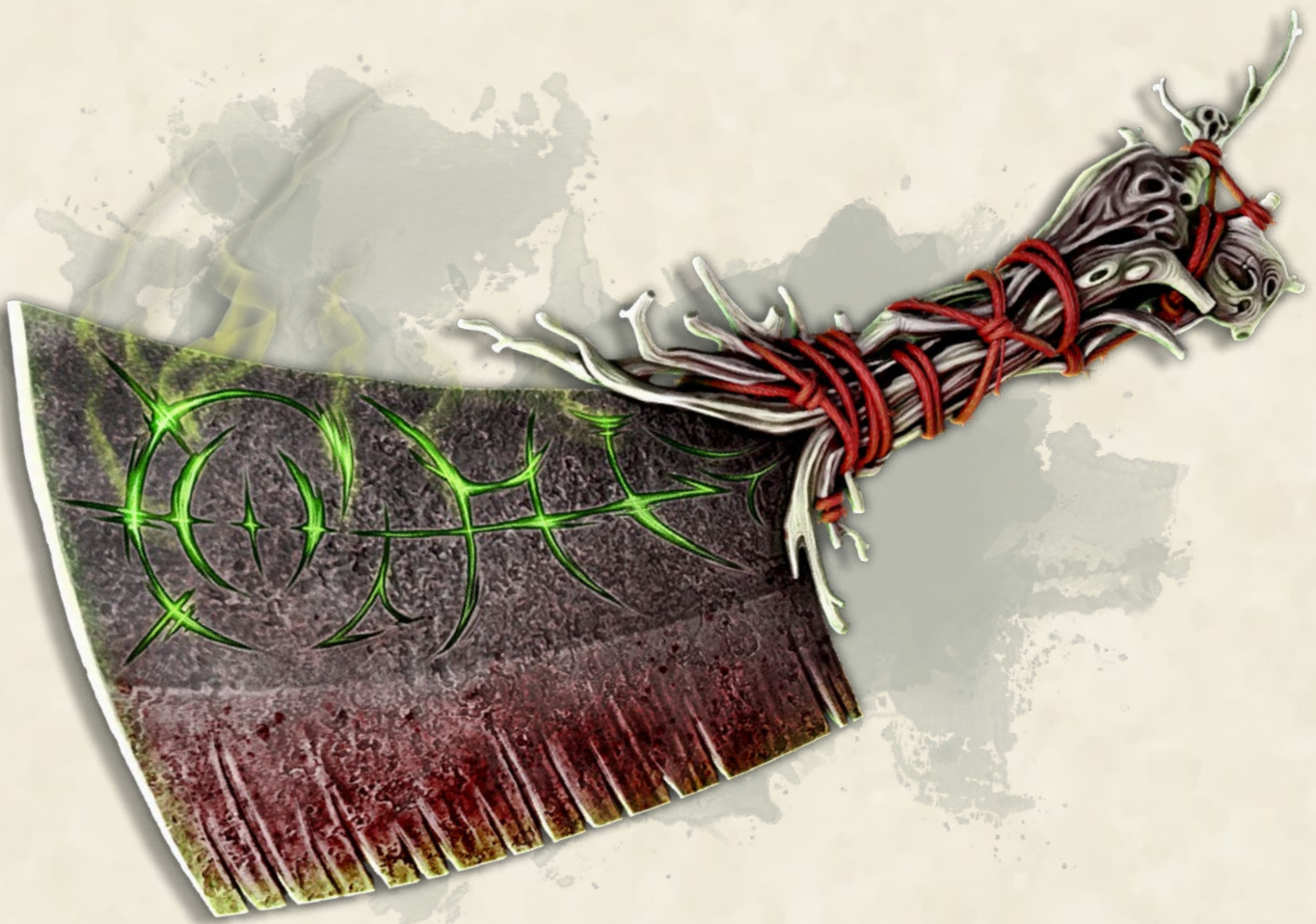
Reformat. As a bonus action you can reconfigure the teeth of this weapon to take on the form of any sword.

Overwrite. As an action you can touch another creature with this weapon to increase or decrease an ability score of the creature by your Intelligence modifier for 1 minute or until you are knocked unconscious. An unwilling creature must succeed on a DC (8 + your Intelligence bonus + your proficiency bonus) saving throw of the ability score you are attempting to affect to resist this property. This property cannot reduce a creature's ability score below 1 or increase it beyond 30. If this property increases a creature's ability score above 25, the target gains a point of exhaustion after the effect ends. Once you use this property it can't be used again until you finish a long rest.

Malware. When a creature you can see within 60 feet of you makes an attack roll, ability check, or saving throw you can have the creature roll an additional d20. You can choose to use this property after the die is rolled, but before the outcome is determined. You choose which of the d20 is used for the attack roll, ability check, or saving throw. Once you use this property it can't be used again until you finish a long rest or you score a critical hit with this weapon.

Curse: Firewall. When you have used the Malware property of this weapon, it gains a Firewall charge. When you make an attack roll, an ability check, or a saving throw, the DM can spend a Firewall charge to have you roll an additional d20, and then choose which of the d20 you use for your roll.

“Life is but a game” some say. Oh, if only they knew how right they were. How cruel to be subject to the whims of chance and beings that which we cannot bend or break, unable to escape this existence which we find ourselves in. And yet, a question lingers. What being lies at the end of this sickening entertainment that could bind all of creation to its will, and what may it think when we step beyond our domain into theirs? What can come of challenging one that could easily erase our world just as they can create it? Are we forever to be subject to this miserable existence, bound by rules we did not make?



BLACKHEART BUTCHER

Weapon (scimitar), rare (requires attunement by a spellcaster)

A sickly butcher's blade of cold black iron. It seethes with eldritch magicks emitting from harshly carved hex runes. While holding this weapon you can use it as an arcane focus. You gain a +1 bonus to spell attack rolls you make while holding this weapon. This weapon has 3 charges and regains all charges at dusk. Once per dusk in place of an attack you can carve at your flesh to have this item regain a charge, taking 1d10 slashing damage in the process.

Malignant Jinx. While attuned to this weapon you can spend a charge to cast the Hex spell without expending a spell slot. You have advantage on concentration checks to maintain concentration on the Hex spell while attuned to this weapon.

Wretched Puppet. As a bonus action you can spend a charge to make a creature within 30 feet of you the victim of your hideous magicks. The creature must make a DC 14 Charisma saving throw. If the creature is cursed by a Hex spell cast by you, the DC is raised to 16. On a failed save you choose one of the following effects to take place:

The creature must use its reaction to move up to 30 feet in a direction of your choice.

The creature must make an attack against a creature of your choice within range of them.

The creature falls prone.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. While attuned to this weapon you are unwilling to part with it, keeping it within reach at all times. While cursed this way you can sense the presence and direction of other cursed items within 60 feet of you. When you sense another cursed item you must succeed on a DC 16 Wisdom saving throw or become compelled to seek out and attempt to attune to the item you sense. This effect ends after 1 minute or if you take damage while compelled, after which you can no longer be compelled by that item for 24 hours. You gain an additional +1 bonus to spell attack rolls you make while holding this weapon for each other cursed item you are attuned to.

The cauldron sputtered in the corner as the hag shuffled 'round the hut, picking and prodding at the various ingredients that littered her home. Having gathered all the necessary components she required, she drew a monstrous slab of iron decorated with carved runes of unknown make from its sheath. With each cut the mound of toad's eyes, newt tails and other unsavory items were reduced to paste and slopped into the bubbling mixture. The witch holstered the monstrous blade, letting it fester even longer in the muck that now covered its already sickening surface as it infused with powers even greater than before.



BURNT END

Weapon (dagger), very rare (requires attunement)

A dark dagger whose blade fades into softly billowing smoke and embers. You gain a +2 bonus to attack and damage rolls you make with this magic weapon. This weapon has 3 charges and regains all charges after a long rest.

Smoking Shank. As a bonus action while holding this weapon you can spend a charge to cast the Misty Step spell, vanishing into a puff of black smoke. If you teleport within 5 feet of another creature you can make an attack against it with this weapon as part of the spell.

Where There's Fire. If you take 10 or more fire damage from a single source you can use your reaction to channel the fire into this blade and have this weapon regain a charge.

Few choose the manner in which they pass. Fewer still get to decide the time. For those unfortunate enough to cross a wielder of this charcoal-black blade, the thought may not even cross their mind before the sight of crimson blood spatters their vision. In the last moments of their weary existence, their sputtering muffled by the billowing of smoke and ash about them, the poor soul may desperately try to catch a glimpse of who is responsible for their demise. Alas, they will not.

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UNSEEMLY SABRE

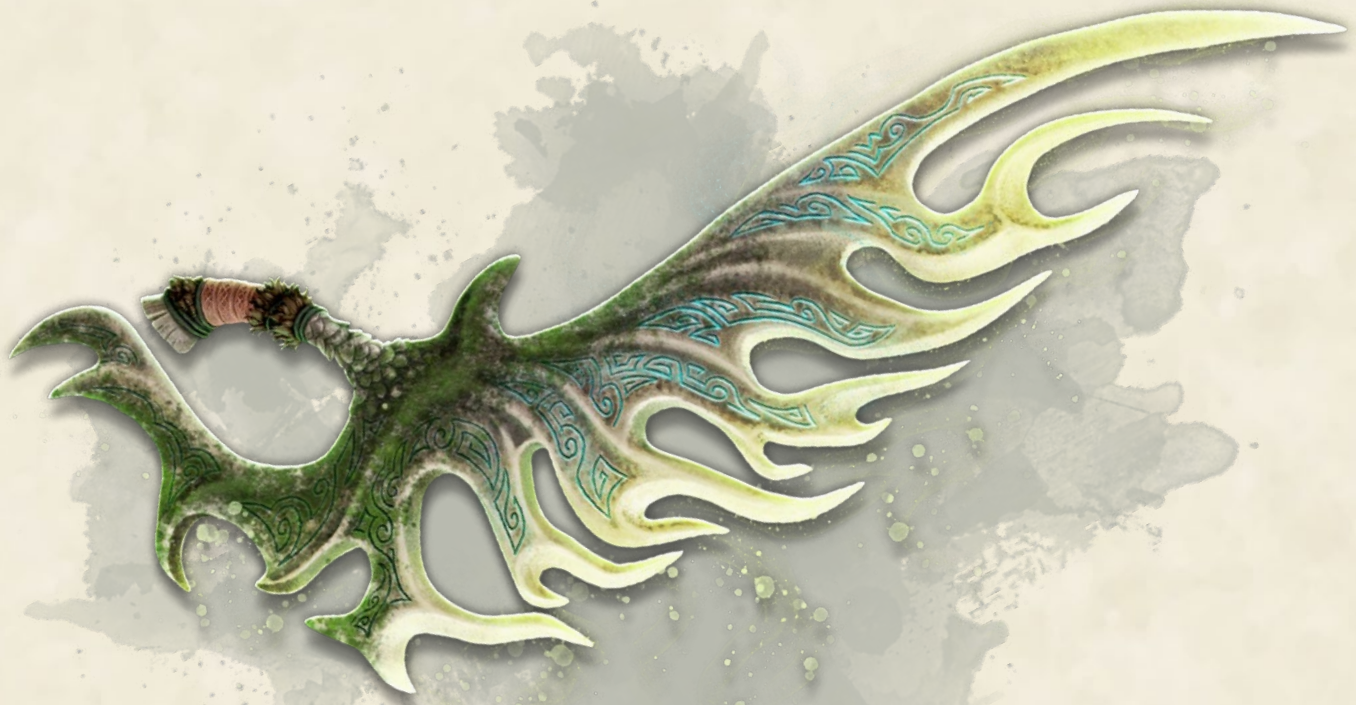
Weapon (scimitar), uncommon

The cold iron of this blade emanates an eerie hostility. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While a Fey creature is within 10 feet of you the blade of this weapon glows with iridescent light.

Sting of Iron. When you hit a Fey creature with this weapon the target takes an additional 1d6 necrotic damage. Additionally, if the Fey's appearance is altered or their body is transformed, it must make a DC 15 Constitution saving throw. On a failure the illusion or transformation ends.

The effect of iron upon the faeries of old is no mystery, even children are taught how the metal brings pain to beings that find their homes in the eternal woods. But for one to weaponize this weakness against them is an act of pure malevolence, devoid of any sympathy or care for such creatures. Who could have birthed this twisted brand, forged in ironically natural elegance as if to mock those who cling to the woods for safety and comfort? What machinations are afoot, and who has put them in motion?

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STAGWEALD, FOREST WARDEN

Weapon (greatsword), very rare (requires attunement)

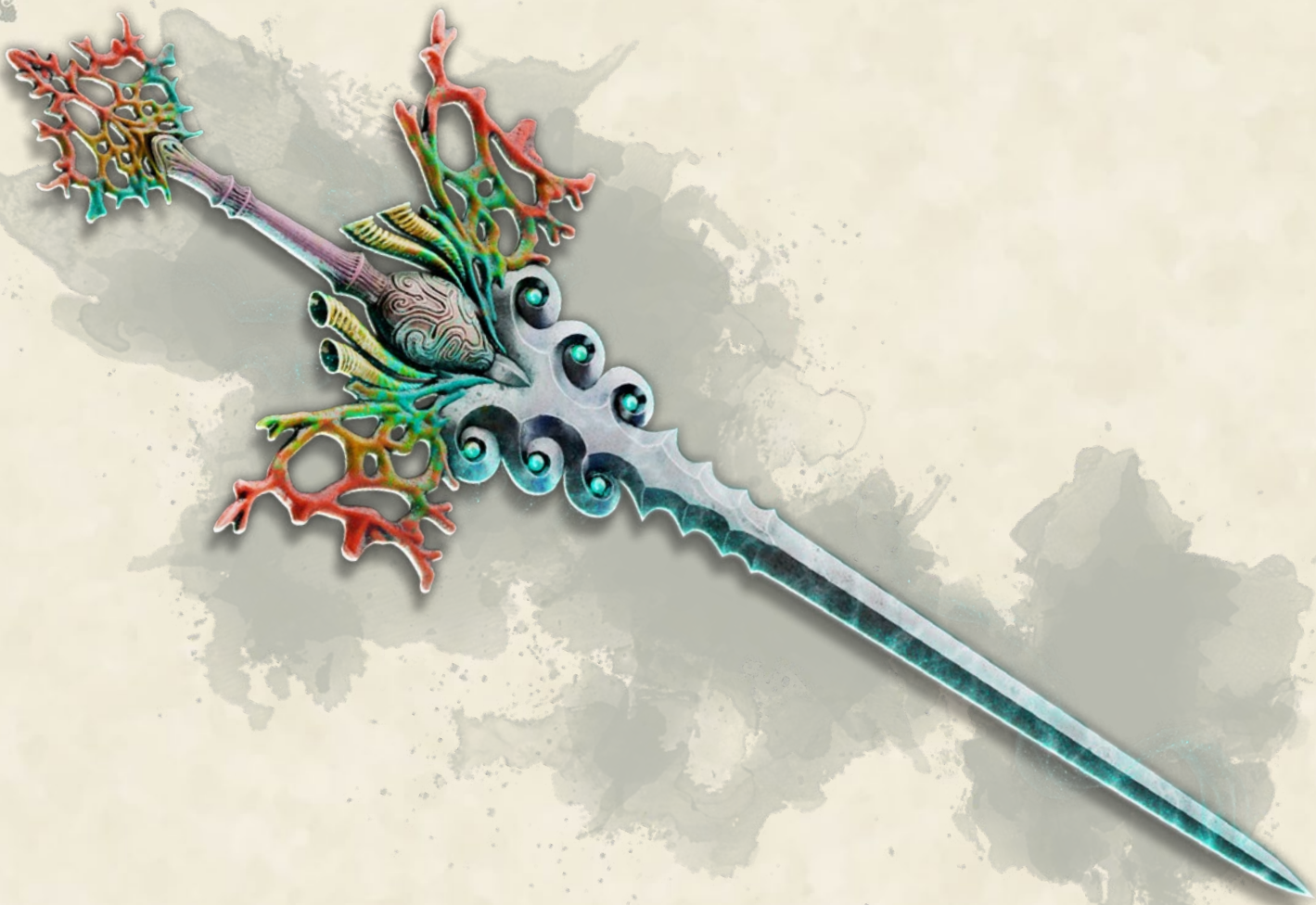
The gifted horns of woodland creatures were ritually fused to create this massive blade. You gain a +2 bonus to attack and damage rolls you make with this magic weapon. While attuned to this weapon you are considered proficient with it, and you may add your Wisdom modifier instead of your Strength modifier to your attack and damage rolls when you attack with it. This weapon has a number of charges equal to twice your proficiency bonus and regains all charges at dawn.

Evolutionary Gifts. While attuned to this weapon you grow a pair of large horns from your head. These horns remain when you Wild Shape and change in size to match any form. While attuned to this weapon your horns are a natural weapon that count as simple melee weapons with which you are proficient. You add your Strength modifier to the attack and damage rolls when you attack with these horns. On a hit this weapon deals 1d8 piercing damage and you can spend a charge to deal an amount of additional radiant damage equal to your proficiency bonus.

Gouging Branch. When you hit a creature with this weapon or your horns you can spend a charge to have the ends of the blade or horns propagate at incredible speed and pierce the creature's body. The target must make a DC 16 Strength saving throw. On a failed save the target takes 2d6 piercing damage and becomes grappled by the weapon. On a successful save the target only takes half as much damage and is not grappled. If the grappled creature breaks the grapple it takes an additional 1d6 piercing damage as the horns tear at its body. You cannot attack any creatures with the weapon other than the grappled creature as long as they remain grappled this way. You can choose to end the grapple as a bonus action, causing the horns to shrink back to their original size.

Fury of the Forest. As an action you can spend 3 charges to plunge this weapon into the ground and cause a forest of horns to burst from the earth. Each other creature within a 30-foot radius of you must make a DC 16 Dexterity saving throw, taking 7d6 piercing damage on a failed save. On a successful save the target only takes half as much damage rounded down.

For too long now have carnivores and hunters regarded their herbivorous companions as meek and powerless. Mistaking passivity for weakness, they kill and maim any as they please without regard for the consequences. But their lapse in judgement will cost them dearly. A burgeoning blade of pointed gifts given from each and every horned creature large and small, this weapon carries the majesty and rage of all forest beings seeking protection from those that so callously trample upon them.



THE LAST COLONY

Weapon (rapier), rare (requires attunement)

An elegant blade with a hilt grown from living coral. You gain a +1 bonus to attack and damage rolls you make with this magic weapon.

Creeping Reef. As an action you can stab this weapon into the ground and cause a 40-foot radius bed of coral to spring into existence. Each other creature in the radius must make a DC 15 Strength saving throw. On a failed save the target becomes encrusted in coral. A creature encrusted in coral has its speed reduced to 0 until it or another creature uses an action to break away the coral.

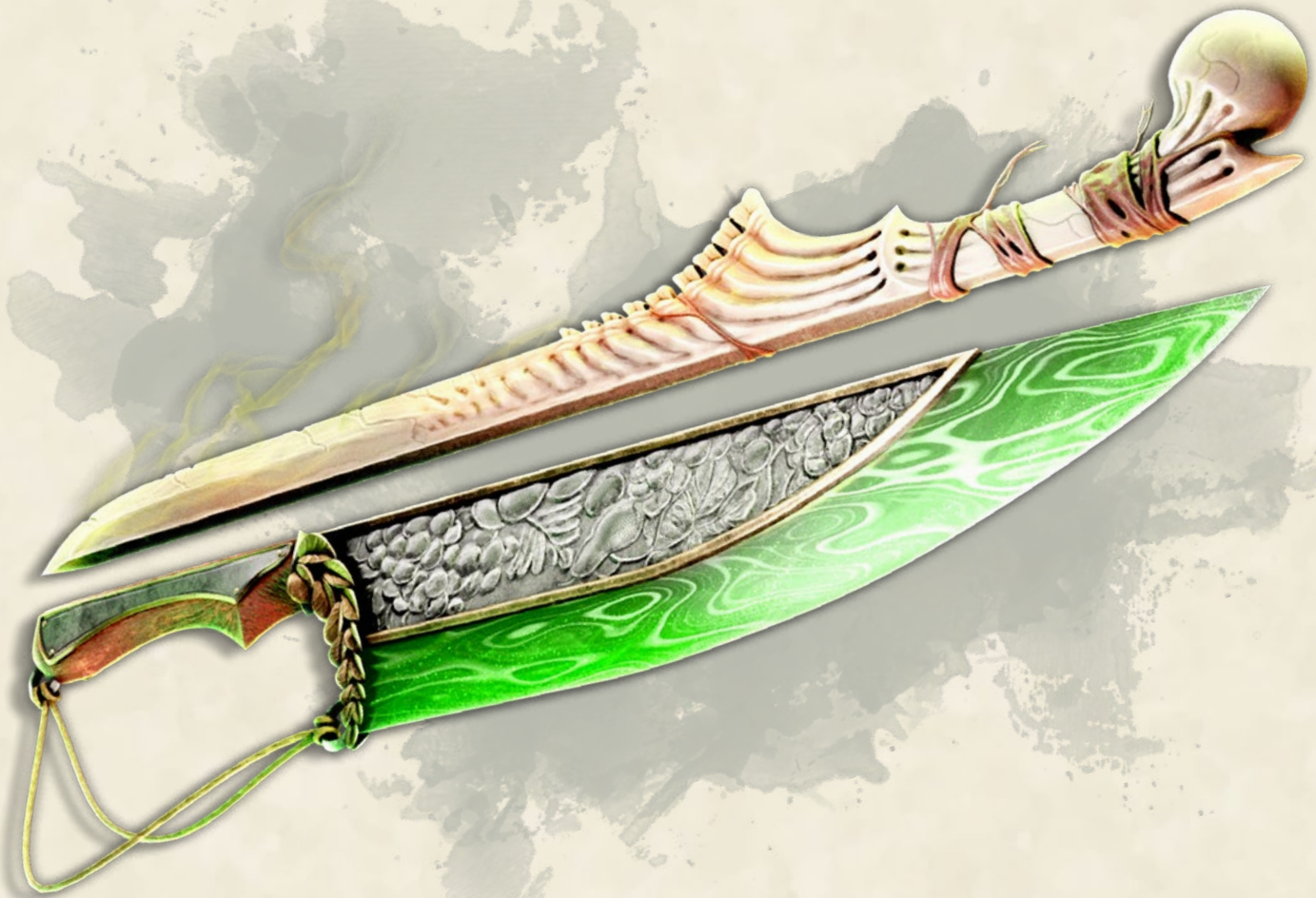
The coral spreads 10 feet at the start of each of your turns until the sword is removed from the ground or the coral reaches its maximum radius of 100 feet. Any creature in the expanding radius at the start of your turn must make a DC 15 Strength saving throw, becoming encrusted in coral on a failure.

The coral is considered difficult terrain for all creatures other than yourself and remains for up to 10 minutes after the sword is removed from the ground, after which it all turns to dust. Once you use this property it can't be used again until the next dawn.

Ghost Shell. As an action you can touch an unconscious creature at 0 hit points with this weapon and stabilize the target by petrifying it. If the creature receives magical healing while petrified the petrification ends.

Hollow. Empty. Dying. The coral beds lay in disrepair from years of suffering from no fault of their own. Pale and gaunt, their vibrant colors now lost to the bleached skeletons that now cover the expanse beneath the waves. But it is not yet long past to bring this environment back to the thriving condition it found itself before. Spread the coral far past the reefs, entrench its presence upon the land and make sure it shall thrive and survive even after its source may fade into memory. Do not forget what was lost, and do not forgive those that stole it from us.

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FEAST AND FAMINE

Weapon (shortsword), legendary (requires attunement)

A pair of swords, one engorged and opulent with engravings of abundant fruit, the other thin and gaunt fashioned from bone and sinew with teeth lining the base of the blade. You gain a +3 bonus to attack and damage rolls you make with these magic weapons. These two swords are a single item for the purposes of attunement. These weapons share a single pool of charges and can hold up to 6 charges at a time. While these weapons have at least 1 charge you do not need to eat or drink.

Feast. As a bonus action you can spend any number of charges to touch yourself or another creature with this blade to infuse it with gluttonous fulfillment. The target regains 3d4 +3 hit points per charge unless it is an Undead or Construct, and any excess healing becomes temporary hit points for the target. Additionally, this effect reduces the exhaustion level of the target by an amount equal to the number of charges spent. If you spend 2 or more charges the target is also cured of any disease or poison it is suffering from.

Famine. The first time each turn you hit a creature with this weapon, the target must succeed on a DC 20 Constitution saving throw. On a failed save, the creature gains a level of exhaustion. These levels of exhaustion last until the creature takes a long rest or consumes a day's worth of rations. If a creature dies while under this effect these weapons gain a charge provided its CR was 3 or greater. While these weapons have 0 charges, this shortsword deals an additional 2d6 necrotic damage to any target it hits.

Curse. While these weapons have 0 charges, you become ravenously hungry as no amount of food or drink can satisfy you. During this time, you gain a level of exhaustion after each day that passes due to your inability to satiate your hunger and finishing a long rest does not reduce your exhaustion level. Once these weapons gain a charge your exhaustion level is reduced to 0. While these weapons have 0 charges you cannot willingly unattune from them.

To survive, one must eat and consume another. A universal law of life, one that we all are subject to in one manner or another. For those who cannot, survival is a tenuous proposition that brings desperation as famine consumes them in turn. And on the other side of the scale, those that feast gluttonously without regard for waste or excess. Binding these contradictory existences together in unnatural fashion, this pair of swords can bring both waste and prosperity at a whim, stripping away that which we all require to survive as easily as it can provide it in exorbitant amounts.



STEEL OF THE FLAME EMPEROR

Weapon (longsword), artifact (requires attunement)

Blackened steel wreathed in searing flame, a fragment of the Flame Emperor lies crowned within this monument to glory. You gain a +3 bonus to attack and damage rolls you make with this magic weapon. This weapon has a number of charges equal to twice your Charisma modifier and regains all charges daily at dawn. This weapon deals fire damage instead of slashing. While attuned to this weapon you have resistance to fire damage.

While holding this weapon, you can use an action to expend some of its charges to cast one of the following spells from it: Searing Smite (1 charge), Fireball (2 charges), Flame Strike (4 charges). The DC for these spells is 16 or your spell save DC, whichever is higher.

Herald of the Flame Emperor. Burn away the lies and shadows, lead your allies to victory. While holding this weapon you can spend 4 charges as an action to summon a small crown of fire that floats above your head, inspiring your allies and igniting your foes. While this property is active, you gain the following benefits:

You shed bright light in a 30-foot radius and dim light for an additional 15 feet. Magical darkness created by spells of 5th or lower level can't extinguish the light. Invisible creatures and objects are visible as long as they are in the bright light.

When a creature you can see enters the bright light of this property you can use your reaction to make a ranged spell attack against the creature. The crown shoots a lance of flame and makes its attack roll with a +7 bonus. On a hit the target takes 8d6 fire damage and is set on fire until the start of your next turn. While a creature is set on fire by this property it sheds dim light in a 10-foot radius. Any attack roll against the creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

The weapon attacks of all allied creatures within the bright light of this property gain a +1 bonus to attack and damage rolls and count as magical for the purposes of overcoming damage immunities and resistances.

This property ends after 10 minutes or if you are knocked unconscious.

Burning Accolade. As a bonus action you can spend a number of charges to infuse your allies with the blessing of the Emperor. For the next minute or until you are knocked unconscious, a number of creatures of your choice within 30 feet of you equal to the number of charges spent become wreathed in golden flame. While in this state a creature's speed is increased by 10 feet and its melee attacks deal an additional 1d6 fire damage. If you score a critical hit with this weapon while one or more creatures are affected by this property the bonuses are increased to 15 feet and 2d6 fire damage until the start of your next turn.

The warrior crawled listlessly upon the blood-soaked earth. Darkness slowly descended upon him, threatening to swallow him as surely as it had his squadron. Yet through his now blurring vision, a golden light crept into frame. A blade as glorious as the sun, sputtering with flame as if to ward off the despair that seemed to lift from his shoulders. Filled with renewed vigor, he ignored the pain flaring from his wounds as he grasped the weapon without another thought. In an instant he felt the touch of the Emperor upon his very essence, a sensation as exhilarating as it was enthralling. As he lifted the blade to the blackened skies, those that yet held breath within their bodies looked at this blazing avatar of hope that now stood before them, radiant and magnificent, and felt their spirits soar in response.

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