



SOULGLEAM LANTERN

Wondrous Item Uncommon

THE MITHRAL CANVAS
SOULGLEAM LANTERN*Wondrous item, uncommon*

A tarnished metal lantern pulled from the murky depths. While holding this lantern you can use it as a spellcasting focus. This lantern can hold up to 3 charges and regains a charge when a humanoid creature is killed within 20 feet of it.

Deathly Glow. As a bonus action, you can spend a charge to light this lantern with a ghastly luminescence. While lit, this lantern emits a cold bright light in a 30-foot cone and dim light for an additional 15 feet for 1 hour or until you use a bonus action to extinguish the light. While in the bright light, creatures cannot regain hit points. You can choose what direction you aim the cone on your turn (no action required). This light cannot be smothered or quenched, but if the Turn Undead feature is used while this lantern is in range, goes dark and cannot be lit for 24 hours.



DEAD MAN'S SHOT

Weapon (Pistol) Rare (Requires Attunement)

THE MITHRAL CANVAS
DEAD MAN'S SHOT*Weapon (pistol), rare (requires attunement)*

A rotten, barnacle-ridden firearm seething with murderous intent. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Haunted Shot. As a bonus action you can spend a hit die to instill this weapon with a part of your own ruthless spirit. Roll the spent hit die and take an amount of necrotic damage equal to the number rolled (this damage can't be reduced in any way) and this weapon gains the following benefits:

The bonus to attack and damage rolls is increased to +2 against humanoid creatures.

This weapon deals an additional 1d4 necrotic damage on a hit.

If you score a critical hit against a creature with a ranged attack made with this weapon, the target must make a DC 15 Wisdom saving throw or become frightened of you for 1 minute. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

These benefits last until you make a number of ranged attacks with this weapon equal to the number rolled on the hit die plus one, or finish a short or long rest.



LAMENT

Weapon (Scimitar) Legendary (Requires Attunement)

THE MITHRAL CANVAS
LAMENT*Weapon (scimitar), legendary (requires attunement)*

This ghastly blade drips with an everflowing stream of sea water. It gleams with the fading light seen by a drowning man. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this weapon, you can choose to ignore any temporary hit points the target has. This weapon has 6 charges and regains all charges after a long rest.

Depth Summon. While holding this weapon you can spend 2 charges to cast the Hunger of Hadar spell without expending a spell slot. The DC is 16 or your spell save DC, whichever is higher.

Grave Calling. When you reduce a humanoid creature to 0 hit points with this weapon, you can spend a charge to force the target to make a DC 16 Charisma saving throw. On a failed save, the target instantly dies as its soul and physical form are torn apart.

The creature's body turns into a Ghoul and a Specter appears in an unoccupied spot within 5 feet of it. As a bonus action on each of your turns, you can mentally command any creature created by this weapon within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

After 24 hours or if you are killed, a creature created by this weapon turns to dust and disappears.



TRENCH WALKERS

Wondrous Item Rare

THE MITHRAL CANVAS
TRENCH WALKERS*Wondrous item, rare*

These well-worn, waterlogged boots carry with them the weight of age, experience, and loss.

While wearing these boots you gain a swim speed equal to your walking speed and can choose to walk on water as though affected by the Water Walk spell.

Sinking Stone. As a bonus action you can have these boots sink you to the bottom of the body of water you are standing on, descending at a rate of 60 feet per round until you land or choose to end this effect. While underwater you can reverse the effect as a bonus action and be carried to the surface at a rate of 60 feet per round.



SODDEN OVERCOAT

Wondrous Item Very Rare (Requires Attunement)

THE MITHRAL CANVAS
SODDEN OVERCOAT*Wondrous item, very rare (requires attunement)*

Drenched and miserable, this overcoat still commands respect due for a captain. While wearing this coat you have advantage on attack rolls against frightened creatures.

Waterlogged. When you kill a humanoid creature, you gain 1d4 + 4 temporary hit points. While you have these temporary hit points, you have resistance to fire damage and you have advantage on saving throws against being moved against your will.

Bloody Visage. As an action while wearing this coat, you can cast the Fear spell, terrorizing your foes with the ghastly nature of this coat. The DC is 16 or your spell save DC, whichever is higher. If you have killed a humanoid creature in the past minute, the DC is raised to by 2. Once you use this property it can't be used again until you finish a long rest.