



THE
MITHRAL CANVAS
GRIMM FABLES



7 RELICS FROM FAMOUS FAIRY TALES
FOR DUNGEONS & DRAGONS 5TH EDITION

GRIMM FABLES

Stories have power. It is through stories that we grow as people, sharing lessons and warnings learned by those who came before us; archetypes to model ourselves after and villains reflecting what should be avoided. The fact that a simple story could have so much influence on our own lives is a testament to their timeless power. Just as we make stories, stories make us...



GOLDEN TOOTH COMB

Wondrous item, rare (requires attunement)

To attune to this comb you must spend an hour running it through your hair (or across your head), at the end of which you grow 20 feet of golden hair even if you normally do not have hair. At the end of each long rest you awaken to your hair having grown to 20 feet in length. When held together, the hair is strong enough to hold up to 500 pounds without tearing. Any hair cut or pulled from your head retains its golden hue for up to 24 hours, after which it turns brittle and black. If you break attunement to this comb, all of the hair on your head falls out after 24 hours, after which your usual hair regrows at a normal rate.

Healing Hair. You can use your action targeting a creature you can see within a range equal to your hair's length. That creature regains 5 hit points for every 5 feet of hair you choose to sacrifice, which immediately vanishes. Alternatively, instead of healing 5 hit points, you can cure the target of one disease or neutralize one poison affecting it.

Hair Whip. Your hair counts as a melee weapon that you are proficient with and has the finesse property. It can target a creature within range of how long your hair is at the time of attack and deals 1d4 bludgeoning damage on a hit (ex. if you have 10 feet of hair remaining, you can make a melee attack with your hair against a creature within 10 feet of you).

After years and years of golden hair descending from the tower, chivalrous knight errants and curious onlookers alike grew concerned when the call was no longer answered. Throwing tradition to the wind, a few nosy souls took it upon themselves to climb to the singular window, desperate to understand what had become of the fair-haired maiden. When they arrived, they found naught but piles of brittle black hair surrounding a gleaming comb as brilliant as the hair they so fondly remembered.

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FORBIDDEN PASKEY

Wondrous item, rare (requires attunement)

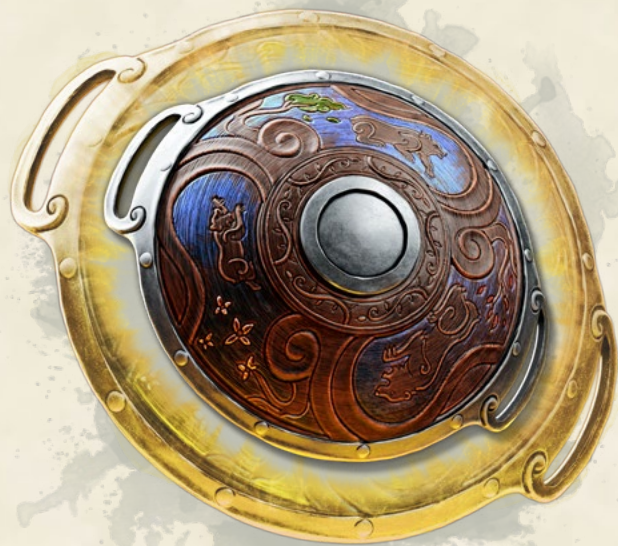
A blood-stained key of uncertain origin. As a bonus action you can have this key appear into your hand even if you are not on the same plane of existence.

The Blue Room. If this key is inserted into any keyhole, you can open the door to an extradimensional stone dungeon constantly pooling with blue blood. The room is a 15-foot cube with no other windows or doors and can only be entered or exited through a door created by this property. When the door is closed the room is pitch black and creatures inside it can breathe. If a creature uses this key on the door of the Forbidden Room from the inside, it opens to the last doorway it was connected to.

Siphon Knowledge. If the body of a dead humanoid is inside the Forbidden Room, it does not decay as the room keeps it from rotting. After you finish a long rest, you can choose to gain proficiency in a skill or a language of your choice that a dead creature within the room had in life. This benefit lasts until you finish a long rest.

Too long did Bluebeard's terrible spree of murders continue, a crime discovered far too late for justice to be brought upon the monster responsible. Attempts to erase the tale and bury all traces of it were made, but one detail was amiss: the key. No matter how long and hard the search, the item of singular significance could never be found. Perhaps it was lost to time, or perhaps the terror of the bloody room persists to this day.

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JUST RIGHT SHIELD

Armor (shield), rare

A former bowl large enough to be held as a shield adorned with the design of a family of bears that all vary in size.

Too Big. Too Small. As a bonus action you can have this shield change to one of the following forms:

Baby. This shield attaches to your arm and does not need to be held in your hand. You can use your shield arm hand to wield any weapon that has the light property. If you use a bonus action to change this shield from this form into another form while your shield arm hand is occupied, nothing happens.

Mama. You gain a +2 bonus to your AC. This bonus is in addition to the shield's normal bonus to AC.

Papa. This shield becomes a wall of massive bowls that is 5 feet tall and 15 feet wide centered on you, providing you and creatures directly behind the wall with cover. While holding on to this item your movement drops to 0 and you have advantage on saving throws against being moved against your will. If you let go of the shield or are moved more than 5 feet from the shield, it immediately returns to its Mama form.

Goldilocks' pickiness persisted long after that fateful day, well into her adulthood and beyond. Should come as no surprise then that even in her choice of weaponry and armor the lady could rarely be satisfied upon first attempt, leading to a shield of her own creation that suited her mood no matter the situation.

Whatever she wanted, she would have. Too big? Too small? Never again. Always just right.



CINDER SHAWL

Wondrous item, very rare (requires attunement)

An ashen cloak dirtied with the soot of a fireplace, concealing an embroidered image of a burning tree. While wearing this cloak, you have advantage on Stealth checks made while in dim light or darkness and have resistance to fire damage.

Till Midnight. As an action you can have this item transform into a resplendent outfit for up to 6 hours, the appearance of which you decide. While in this form, it grants you no advantage to Stealth checks, granting you disadvantage on all Stealth checks instead. While transformed, this item gains the following benefits:

You have advantage on saving throws against being charmed or having your mind read. If you succeed on such a saving throw, you may have the creature that caused the saving throw take 1d8 psychic damage.

When you make a Charisma (Performance) check or Charisma (Persuasion) check, you can choose to make your roll with advantage. Each time you do so, an hour of the remaining time is used up.

When a creature makes an attack against you, you can use your reaction to charmingly dissuade the attacker. The target must make a Wisdom saving throw where the DC is equal to 8 + your Charisma modifier + your proficiency bonus. On a failed save, until the start of its next turn the target has disadvantage on all attacks it makes against you and disadvantage on any saving throw against spells you cast. Each time you use this property an hour of the remaining time is used up.

When the duration ends, this clothing turns back into its ragged form and cannot transform again until the next dawn.

All remember the glamorous tale of the glass slipper and what came after, but just as many forget the significance of the dress. The gorgeous gown which commanded attention with incomprehensible allure, born of naught but scraps of ashen clothes and a kiss of magic. Always remember; no matter how downtrodden and shabby, there is always beauty to be found beneath.



VERMINSONG FLUTE

Wondrous item (flute), very rare (requires attunement)

A flute adorned with intricate carvings of marching rodents, perpetually sodden like driftwood from a river. This instrument can be used as a spellcasting focus.

Mountain Door. While attuned to this flute, once per short or long rest you can cast the Dimension Door spell without expending a spell slot by playing this instrument. If you cast the Dimension Door spell while attuned to this item you can bring along another additional willing creature if they are within 5 feet of you when you cast the spell (for a total of 3 creatures including yourself).

Follow Me. As an action you can play notes that charm and beguile those around you. You can target up to a number of creatures equal to your Charisma modifier within 60 feet of you with this property. Those creatures must succeed on a Wisdom saving throw where the DC is equal to 8 + your Charisma modifier. If you have proficiency with flutes or pan flutes you can add your proficiency bonus to the DC. On a failed save the creature is charmed by you for 10 minutes and spends their turns attempting to get as close to you as possible, ignoring any potential dangers in their path. Each time the target takes damage, it repeats the saving throw, ending the effect on a success.

You can use this property twice per long rest.

Turn Aside (requires attunement by a bard). As an action you can spend a Bardic Inspiration die to command a creature charmed by the Follow Me property as though they were under the effects of the Dominate Monster spell until the end of your turn. The creature adds the spent Bardic Inspiration die to its first attack roll or ability check it makes this turn.

Following the tragedy of that fateful night, the town fell to ruin. Distraught and furious parents alike spent their lives seeking out the man who had robbed them of their family, forgetting their greed and trickery was truly to blame. They never did find the piper, or any of the children for that matter, as his ways were mysterious and beyond them. And even if they did, who could stand against him and his musical commands?

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SKY GIANT'S HARP

Wondrous item, rare (requires attunement)

A lovingly crafted golden harp with a beautiful figure of a harpist molded to it. While holding this harp, you have advantage on Charisma checks against Giant creatures.

Bigger is Better. While holding this harp, you can cast the Enlarge / Reduce spell (enlarge only) without expending a spell slot once per long rest.

Giant's Tune. As a bonus action you can strum the strings of this instrument to bolster a friendly creature that is Large or larger. Until the end of its next turn, the target can make an ability check, attack roll, or saving throw of its choice with advantage.

You can use this property a number of times equal to your Charisma modifier per long rest.

Sentience. The harp is a sentient item with an alignment that matches its owners with an Intelligence of 12, a Wisdom of 14, and a Charisma of 16. It can hear out to a range of 60 feet and can play music on its own.

The harp can speak and understand Common and Giant.

Personality. As a prized instrument amongst giantkind, the harp has traded hands many times and has a foremost goal of pleasing its owner, changing its personality to accommodate.

Old Jack never did tell anyone what happened up in the skies after he'd climbed up the mighty beanstalk. With the wealth gained from his golden eggs he never needed answer to any, and lived his life free of any constraints. Yet guilt racked his soul something fierce, secrets he would take to his grave if it were not for the harp; the only other witness to all that transpired that fateful day aloft in the clouds.

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SCARLET WOLF

Wondrous item, legendary (requires attunement)

Crimson cloth that emanates an aura of malice palpable to all that gaze upon it. While attuned to this cloak you have advantage on attacks against beast and fey creatures.

Big Eyes and Ears. While attuned to this hood your senses are sharpened beyond their normal limits. You have advantage on Wisdom (Perception) checks that rely on hearing and sight.

Huff and Puff. As an action you can summon a mighty windstorm in a 40-foot cone. Each creature in that area must make a Strength saving throw. The DC is equal to DC 8 + your constitution modifier + your proficiency modifier. On a failed save the creature takes 3d6 bludgeoning damage and is pushed back 20 feet, or takes half as much damage and not moved on a successful save. Objects and structures in the area that are not made of metal or stone take double damage from this property.

You can use this property a number of times equal to your proficiency bonus before finishing a long rest.

Big Bad Wolf. As a bonus action, you can give yourself to the bestial entity residing within this cloak, adopting the monstrous aspects of the Big Bad Wolf for 1 hour. For the duration you gain the following benefits:

Your speed increases by 10 feet.

Your Strength score increases by 2 and can exceed 20, but not 30.

The DC for the Huff and Puff property is raised by 2 and the damage is increased to 5d6.

Your unarmed strikes deal an additional 2d6 slashing damage and are considered magical for the purposes of overcoming immunities and resistances.

Once you use this property, it cannot be used again until you finish a long rest.

Curse. If you are reduced to 0 hit points while the Big Bad Wolf property is active, you must make a DC 20 Wisdom saving throw. On a failed save, you are not knocked unconscious as the malevolent energy of this hood instead turns you feral. While feral, you must use your action each round to attack the creature nearest you with your unarmed strikes. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the nearest creature after killing your current target. If you have multiple possible targets, you attack one at random.

While feral, you still make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. You remain feral until the Big Bad Wolf property ends, until you are killed, or until you are targeted by the Greater Restoration spell or similar magic. Afterwards, the Big Bad Wolf property ends and you return to your regular state.

Across all the tales in all the lands, one name strikes fear into the hearts of all. With blackened fur and sharpened tooth the Wolf tears its way through man and beast alike. With great and terrible effort it was finally slain, and it seemed only right that the reward of its hide go to she who was first wronged; the girl draped in red who had lost her family to the monster. However, the spirit of the beast lingers still, waiting to emerge and begin its tale of terror anew.