

# THE MITHRAL CANVAS

## YULETIME GIFTS



6 HOLIDAY TREATS  
FOR DUNGEONS & DRAGONS 5TH EDITION

# YULETIME GIFTS

*Yuletide is a time of giving. Each year, when the nights are long and cold, we share gifts and merriment with each other, to fill our hearts with joy. Though some gifts are delivered inexplicably, we welcome them nonetheless. Someone is always watching, and they're sure to bring the most meaningful and magical gifts.*

## LUMINOUS NOSE

*Wondrous item, uncommon*

A charming toy inspired by a strangely cruel children's folk tale. When placed on the end of a creature's nose this item glows with a red hue and cannot be removed for 10 minutes or until the creature is knocked unconscious. While attached this way, it sheds bright light in a 20-foot radius and dim light for an additional 20-feet and the creature gains a flying speed equal to their walking speed. This light persists even if you are invisible and pierces magical darkness created by a spell of 3rd level or lower. Completely covering the orb with an opaque object, such as a bowl or a helm, blocks the light. The effect ends after 10 minutes and the creature falls if still aloft unless it can stop the fall. Once you use this feature it cannot be used again until you finish a long rest.



LUMINOUS NOSE

## TOP HAT OF COMPANIONSHIP

*Wondrous item, uncommon*

A fashionable piece of clothing that can bring companionship wherever you go.

**Make a Friend.** You can place this hat atop a mound of material no larger than 3 cubic feet. For the next hour, the substance is imbued with limited sentience and animation akin to the *Speak with Plants* spell. Depending on the material (such as a mound of rocks or snowman) your companion can move alongside you at a speed of 30 movement. If the animated companion moves further than 100 feet from you, the hat is removed, or the material is destroyed the effect ends. Once you use this feature it cannot be used again until you finish a long rest.

TOP HAT OF COMPANIONSHIP

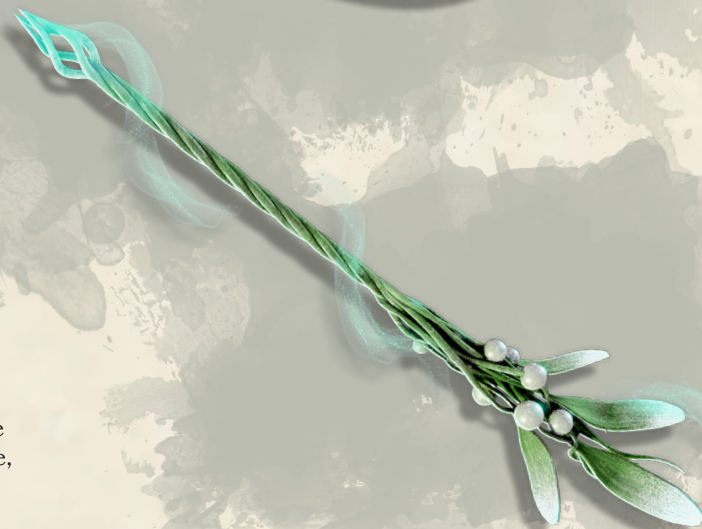


## MISTLE-BOLTS

*Weapon (arrow or bolt), rare*

Overconfidence ends the careers of more adventurers than even the mightiest beasts.

**Revoke Gifts.** When you fire this ammunition, if you hit a creature that is resistant or immune to any damage type, the ammunition shatters on impact. The target takes no damage, and for 1 minute the creature loses all resistances and any immunities the creature has are treated as resistances. If the resistance or immunity was granted through the use of a spell or ability such as the *Invulnerability* spell or a *Potion of Resistance*, the effect ends.



MISTLE-BOLTS

## MERRY-MAKER BALL

*Wondrous item, rare*

A lovely souvenir that foretells a frosty evening. You can change the illusory image on the inside of the ball to whatever structure you wish, but snow is always falling. This ball is always ice cold to the touch.

**Snow Day.** You can spend an action to swirl this ornament around in your palm to cast the Sleet Storm spell centered on you. Each turn you use a bonus action to continue to swirl this item in your hand, the radius of the spell increases by 5 feet up to a maximum of 60 feet. The spell is centered on you and the radius moves with you. You ignore the effects and difficult terrain of this spell. This effect ends after a minute or if you do not spend a bonus action to swirl the item in your hand. Once you use this feature you can't use it again until you finish a long rest.

**Blizzard.** As an action you can throw this item at a point within 60 ft. Upon contact the orb shatters, destroying it and casting the Ice Storm spell centered on that point.

MERRY-MAKER BALL



GINGERBREAD INN



HOLLY JOLLY JACKET

## GINGERBREAD INN

*Wondrous item, very rare*

A warm home and tasty treats; what more could an adventuring party want on the road?

**Fresh from the Oven.** When you speak the command word this tiny gingerbread treat grows into a house that's 40 feet wide and 40 feet long, unless there is not enough room to accommodate it. Inside is enough bedding for up to 20 medium sized creatures as well as a dining room and kitchen with an ever burning flame that warms the hut. Up to twenty total creatures of medium or smaller size can fit inside the house at a time. The atmosphere inside of the house is clean and dry regardless of the weather outside and smells of freshly baked cookies. The structure of the house is composed of gingerbread that remains unaffected by external weather, and up to ten creatures can spend one hour to consume the walls and decorations of the house. A creature that does so gains the benefits of the Heroes' Feast spell. 24 hours after being created, any remains of the house break down into crumbs and this item is destroyed.

## HOLLY JOLLY JACKET

*Wondrous item, legendary (requires attunement)*

Wherever you go, winter and merriment follow close behind. While you are attuned to this coat, you are immune to cold damage and you ignore difficult terrain and low temperatures caused by ice and snow. You also grow a long white beard and gain a slight craving for milk and cookies.

**Down the Chimney.** As an action, you and everything you are wearing and carrying can meld with the coat. Until the end of your next turn you can move through a space as narrow as 1 inch wide without squeezing and cannot be grappled or restrained by non magical means.

**Naughty or Nice.** If another creature within 30 feet of you rolls a 1 or 20 on a d20, you can use your reaction to change the roll to the opposite number (1 becomes 20 and vice versa). If the roll was for an attack and is changed to a 20, it becomes a critical hit. Once you use this feature it cannot be used again until you finish a long rest.

**Father Winter.** As an action, you can cause yourself to become wreathed in frigid winter winds for 1 minute. Every step you take leaves icy frost in your wake, causing a 10 foot radius centered on you to become difficult terrain. Melee attacks you make deal a bonus 1d8 cold damage and the first time each turn you damage a creature with a melee attack while this feature is active, the target must make a DC 16 constitution saving throw. On a failed save, the target's speed is halved until the start of your next turn. Once you use this feature you can't use it again until you finish a short or long rest.