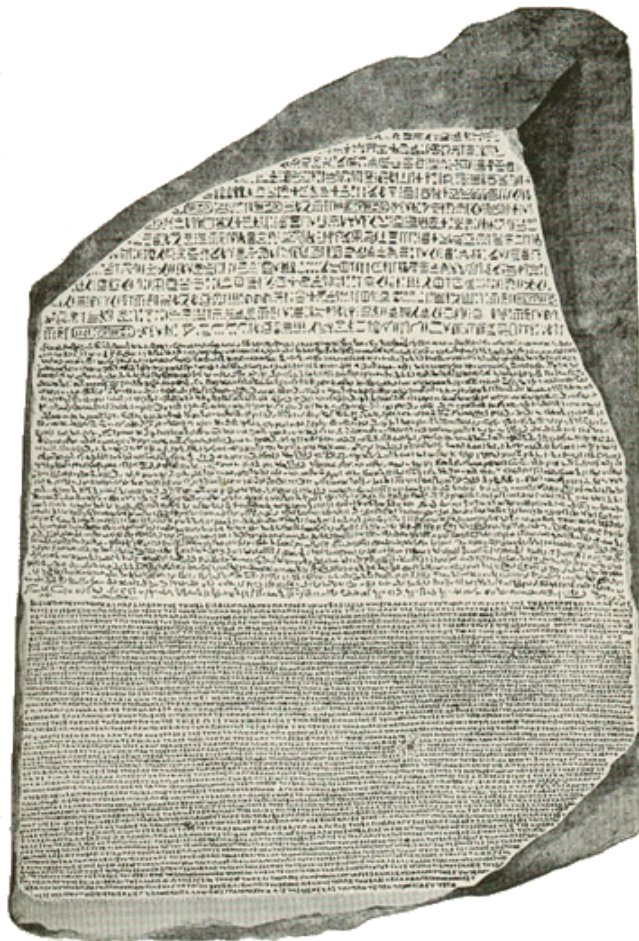


Truth is Stranger than Fiction

15 Magic Items Based on Ancient Historical Artifacts



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INTRODUCTION

The magic items included here are all inspired by real archaeological finds from the ancient civilizations around the world, ranging from the prehistoric era to the cusp of the middle ages. Feel free to look up the names of these objects to get additional inspiration on where these items might pop up in a campaign.

Cauldron of Gundestrup

Wondrous item, uncommon

A silver 8-sided vessel, a bit over a foot tall. On each side, a different plane of existence is pictured.

Potions made in this cauldron can be made with half the time and half the cost normally needed to brew it.



Coldstream Stone

Wondrous item, rare (requires attunement by a cleric, druid, or paladin)

A small white stone with three red figures painted on it.

As a bonus action, you can speak the command word. For the next minute, all healing spells you cast provide the maximum amount of hit points, rather than the amount rolled.

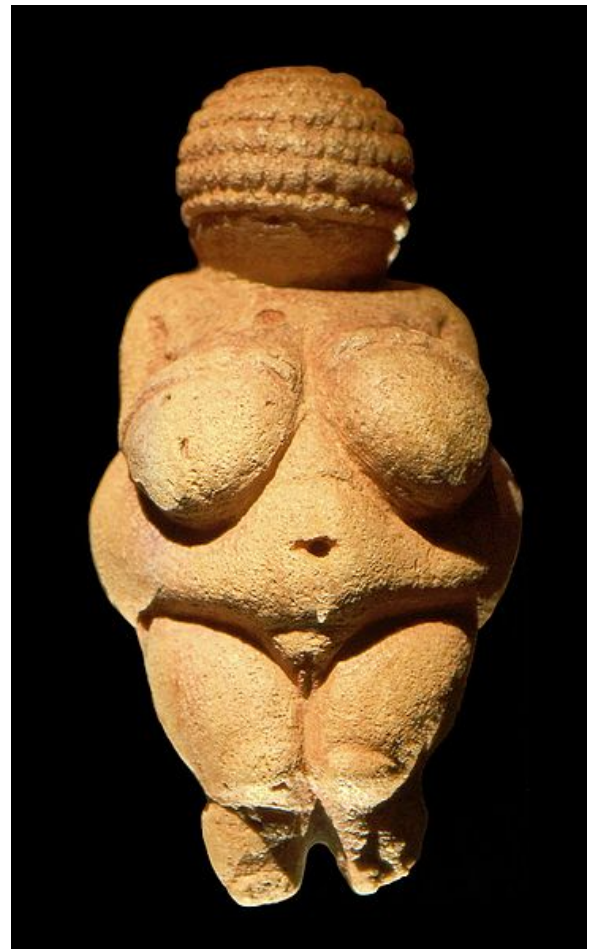


Figurine of the Willendorfian Venus

Wondrous item, rare (requires attunement)

A figurine of a nude woman with exaggerated curves.

While this figurine is on your person, you Charisma score increases by 2, to a maximum of 20. In addition, all Charisma (persuasion) rolls made against a person of the opposite sex are made with advantage.



Flute of Divje Babe

Wondrous item, very rare (requires attunement by a bard)

A simple flute carved from the bone of a dire bear.

A creature that attempts to play the flute without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

When you use the instrument to cast a spell that causes targets to become charmed, the targets have disadvantage on the saving throw.

While playing the flute, you can play a certain set of notes to cast *summon familiar* using no material components. The familiar summoned must be a bear or bear-like creature or the spell fails. Once the flute is used in this way, it cannot be used again for 7 days.



Greataxe of Mammen

Weapon (greataxe), rare (requires attunement)

A large iron axe with Celtic engravings of Yggdrasil.

While wielding this weapon, you gain resistance to fire and radiant damage. In addition, you have a +1 bonus to all attack and damage rolls made with this weapon.

Helmet of Ribchester

Wondrous item, uncommon (requires attunement)

A bronze helmet that covers the face. It is ornately decorated with images of cavalry and other mounted warriors.

While wearing this helmet, you gain advantage on all Wisdom (animal handling) checks that deal with steeds. In addition, you have a +1 bonus to all attack and damage rolls made while mounted.



Helmet of Sutton Hoo

Wondrous item, uncommon (requires attunement)

An iron helmet, complete with face and cheek guards. It is inlaid with garnet jewels, and engraved with images of sea monsters.

While wearing this helmet, you have a +2 bonus to all attack and damage rolls made while fighting at sea.



Incense Burner of Baekje

Wondrous item, legendary

An ornately-wrought incense burner about 2 feet tall. On the top is a figurine of a phoenix holding a pearl.

As part of a 10 minute ritual, incense can be burned and up to 6 willing creatures can inhale the fumes. Those who inhale the fumes will gain immunity to fire and poison damage for the next hour, and all melee attacks they make will inflict an additional 2d6 fire damage.

King Alfred's Jewel

Wondrous item, uncommon (requires attunement)

An enamel image of a seated regal figure, surrounded by gold.

If you read a book while attuned to this jewel, you will have complete recall of the book's contents.

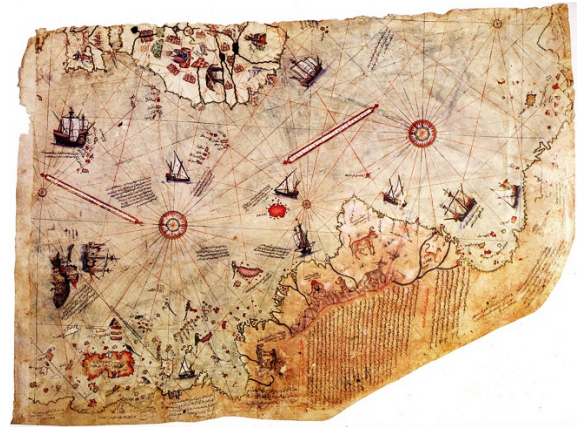


Map of Piri Reis

Wondrous item, very rare

A large, empty page of parchment with worn edges.

Once per day, you can speak the command word and name a location. Within the next minute, a map of that location will appear on the parchment and remain for one hour. If you name a location on another plane, a location that moves, a non-specific location, or a non-real location, the spell fails. Once the map is used in this way, it cannot be used again for 7 days.



Mjöllnir Amulet

Wondrous item, legendary (requires attunement)

A stone pendant in the shape of a upside down hammer. It is covered in runic inscriptions.

While wearing this amulet, your Strength and Constitution scores each increase by 2. In addition, when using any warhammer, it gains the properties of a +2 weapon.

Palette of Narmer

Wondrous item, common (requires attunement)

A small triangular stone with engravings of important leaders from history.

While this stone is on your person, you gain advantage on all Intelligence (history) checks.



Runestone of Jelling

Wondrous item, rare

A roughly-hewn stone covered in runic inscriptions.

While holding this stone, you may speak the command word to cast *glyph of warding*, using no material components and with the casting time of 10 minutes. Once the stone is used in this way, it cannot be used again for 7 days.



Sky Disc of Nebra

Wondrous item, uncommon

This discus is about a foot across and covered in a blue-green patina. Across the surface are decorations of inlaid gold stars.

When holding the disc, you can cast *find the path* without using material components. The disc regains this ability at the next dawn. In addition, you know what time of day it is, and how long it is until the next solstice or equinox.



Stone of Rosetta

Wondrous item, rare

A black, polished stone. One third of the stone is covered in engravings in celestial, one third in elvish, and one third in abyssal.

The stone has 3 charges. As an action, you may expend one charge and cast *comprehend languages* without using material components. The stone regains all charges at dawn.

