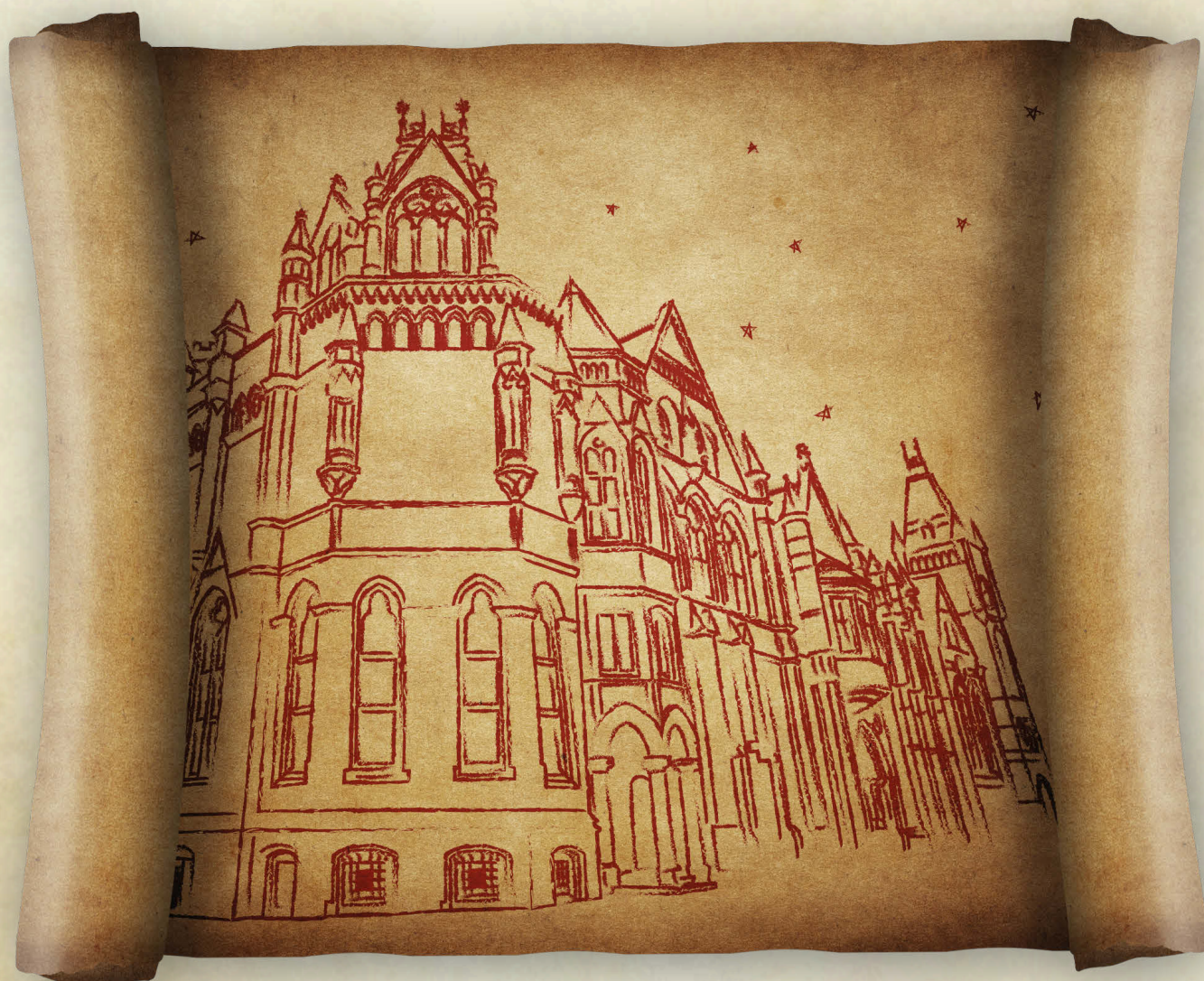


THE MUSEUM'S MARVELS

M A G I C A L I T E M S F R O M
R E A D I N G M U S E U M



Welcome, adventurer, to a long overlooked treasure-trove of artefacts steeped in history and legend. Who knows what discoveries await you inside the doors of Reading Museum, where past and present meet?

From relics belonging to Huntlian Palma, the infamous wizard known for his sweet tooth and his unparalleled grasp of magical minutia, to ancient artefacts from civilisations long since lost, this booklet contains just a few fantastical finds from the museum's galleries.

Many more lie dormant on the shelves, simply waiting to be discovered...

ANCIENT OIL LAMP

Wondrous item, Rare (requires attunement)

Upon close inspection, this ancient lamp reveals a very faint decoration depicting a horse. The lamp acts as a normal lantern, but when the command word is spoken any remaining oil in the lamp is consumed instantly to cast the *Phantom Steed* spell, summoning a smoky grey horse to serve the owner. This ability can be used once per day, recharging at dawn when the normal use of the lamp would not be required.

BEHIND THE MAGIC

Roman Oil Lamp museum number 1995.97.4

This wondrous item is based on a Roman oil lamp from Reading Museum's collection, made in North Africa and found in the town of Calleva Atrebatum in Silchester, England. The real lamp is also decorated with the figure of a horse!



ANCIENT OIL LAMP



KEY RING

KEY RING

Ring, Common

This oval ring has a small key attached to its left hand side. It can be substituted for a set of thieves' tools for purposes of attempting to open any locks, but also operates as a *Mystery Key* – when placed into any secured lock the wearer rolls a d20. On a 20 the lock opens but the ring crumbles to dust, its power consumed in the opening.

BEHIND THE MAGIC

Roman Key Ring museum number 1995.96.9

The Roman key this was inspired by was designed to be worn as a piece of jewellery, and was found in the Roman town of Calleva Atrebatum. It is more than 1,600 years old.

DURMUIK'S WHITE MOLE

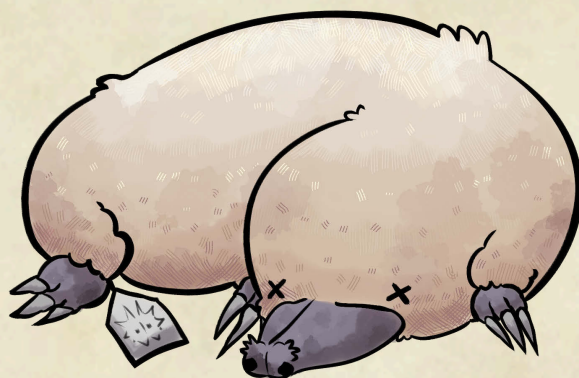
Wondrous item, Legendary (requires attunement)

This unusual albino mole was once the companion of Durmuik Flintaxe, a dwarven ranger and tunnel warden. Upon the mole's demise in a bloody and drawn out fight where Durmuik held the tunnels against a swarm of encroaching kobolds he had it taken to his long-time friend, the alchemist Frostbrow, who had promised to do what he could to keep the mole's memory alive. Frostbrow preserved and enchanted the mole to continue to aid the ranger while his watch kept the tunnels clear of any enemies or obstacles. Once attuned the owner can use the fully charged mole to cast the *Move Earth* spell (using all 7 charges). Once the spell has been used the mole goes dormant while it regenerates at a rate of 1 charge each dawn.

BEHIND THE MAGIC

White Mole museum number 1949.107.1

This faithful companion is inspired by a taxidermy albino mole which was collected by students of a local primary school who donated it to the museum.



DURMUIK'S WHITE MOLE

TURTLE JUG

Wondrous item, Rare (requires attunement)

It is believed that this black clay pot crafted in the shape of a turtle was used in long-forgotten rituals of protection. It originates from far-off lands and must have travelled a great distance to arrive at your location. If a vial of holy water is poured from the vessel over a creature it gains the benefit of both a *Sanctuary* and *Shield of Faith* spell for 1 minute. This consumes the holy water.

BEHIND THE MAGIC

Peruvian Turtle Jug *museum number 1949.107.1*

This item is inspired by a black fired clay pot in Reading Museum's collection, originally from Peru. The shell has a decorative pattern and has been broken and repaired in the past.

ULFBEHRT'S SWORD

Weapon, Very Rare (requires attunement)

This high quality double-edged iron longsword set with silver and copper was crafted by the smith Ulfbeht of the Northern raiders. Upon investigation (a DC15 History check) it can be determined who Ulfbeht was – a mighty warrior of the now friendly Northern tribes known for his cunning and tactical skill in battle. The sword is said to aid the wielder in times of need by channelling some of the smith's renowned strength through the blade. Once per day the wielder may cast *Enhance Ability (Strength)* which lasts until the sword is sheathed again. In all other respects the sword acts as a *+1 longsword*.

BEHIND THE MAGIC

Viking Sword *museum number 1947.285.1*

This legendary sword is based on a real double-edged Viking sword with silver and copper decorations on its pommel and guards. The sword is inscribed with the name Ulfbeht, and was discovered in 1936 during dredging work on the River Thames.

HUNTLIAN'S NEVER-HUNGERING SCROLL CASE

Wondrous item, Very Rare (requires attunement)

This metal tube was once owned by the wizard Huntlian Palma, known both for having a sweet tooth and for his culinary skills. In order to sustain himself through the long nights of magical research he created this item. It not only operates as a scroll case that can hold a dozen spell scrolls or similar items, any of which can be retrieved from storage as a bonus action, but also creates a sweet biscuit or cookie of a random type every hour. If not consumed within an hour of creation the biscuit disappears, only to be replaced by a different one. It is said that Huntlian was defeated by his nemesis, the efreet Jaffar, over a disagreement about what constituted a cake.

BEHIND THE MAGIC

Traveller's Tin *museum number 1992.2.11*

The inspiration for this scroll case was actually an unusual, tubular biscuit tin made by Huntley and Palmers in the 1800s. The central part of the tin pulls out to reveal its precious confectionery cargo!

ACKNOWLEDGEMENTS

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ULFBEHRT'S SWORD



TURTLE JUG



HUNTLIAN'S NEVER-HUNGERING SCROLL CASE

