

# THE MUSEUM'S MARVELS

## MAGICAL ITEMS FROM READING MUSEUM

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**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.



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**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.



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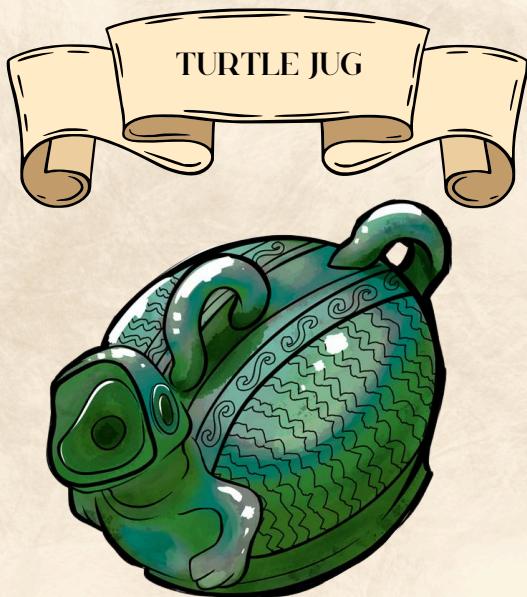
### Directions:

To use these cards in your own game of Dungeons and Dragons simply print them single-sided on white card or paper, cut them out, fold down the middle and stick together to create double-sided cards.

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**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.



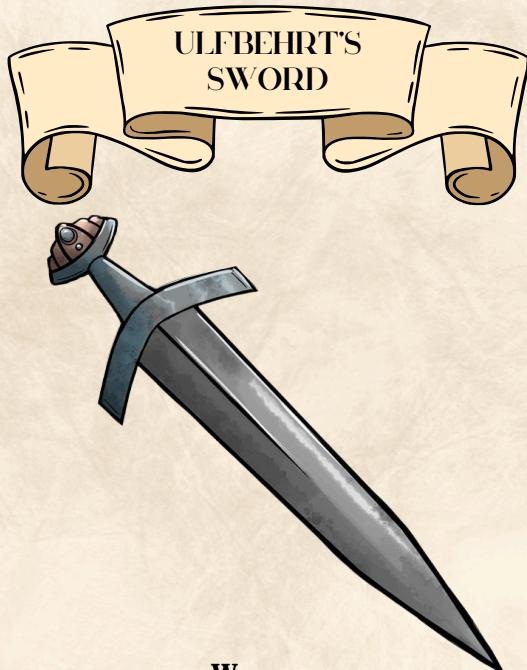
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**Weapon,  
Very Rare (Requires attunement)**

This high quality double-edged iron longsword, set with silver and copper on the pommel and guards, was crafted by the smith Ulfbehrt of the Northern raiders. Upon investigation (a DC15 History check) it can be determined who Ulfbehrt was. The sword is said to aid the wielder 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.



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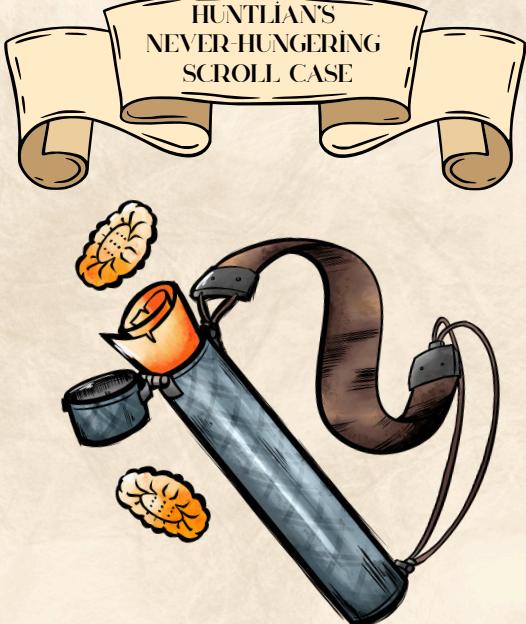
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**Wondrous item,  
Very Rare (Requires attunement)**

This metal tube was once owned by the wizard Huntlian Palma, known for his sweet tooth and culinary skills. To sustain himself through long nights of magical research he created this item. This scroll case can hold a dozen spell scrolls or similar items, any of which can be retrieved as a bonus action. It also creates a sweet biscuit or cookie of a random type every hour; if not consumed with the hour, the biscuit disappears. It is said that Huntlian was defeated by his nemesis, the efreet Jaffar, over a disagreement about what constituted a cake.



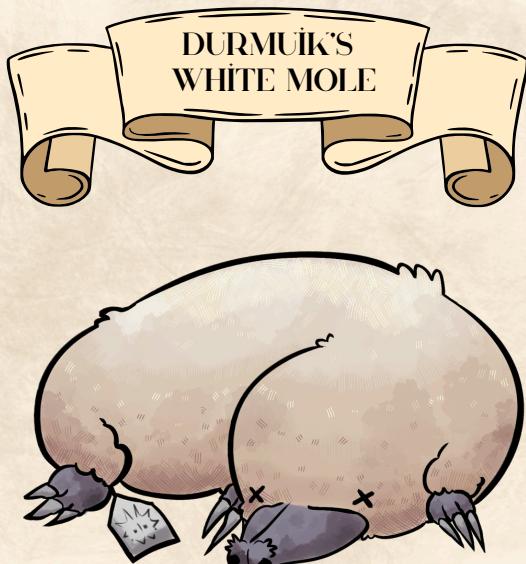
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**Wondrous item,  
Legendary (Requires attunement)**

This unusual albino mole was once the companion of Durmuik Flintaxe, a dwarven ranger and tunnel warden. Upon the mole's demise during a fight against a swarm of encroaching kobolds, he took it to his long-time friend, the alchemist Frostbrow who preserved and enchanted the mole to continue to aid the ranger while he 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 and recharges at a rate of 1 charge per day at dawn.



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