

Historical Magic Items 2

Three magical and mundane items inspired by real historical artifacts.



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Mirror of the Exalted Ancestor

Wondrous item, rare (requires attunement)

This bronze handheld mirror is inscribed with the text “They is your ancestor.” An attuned creature can gaze into the mirror and read the inscription to summon the reflection of one of their ancestors. They may ask ancestor up to three questions, as if communicating with a divine being using the Commune spell. However, the ancestor’s knowledge is limited to what they knew in life.

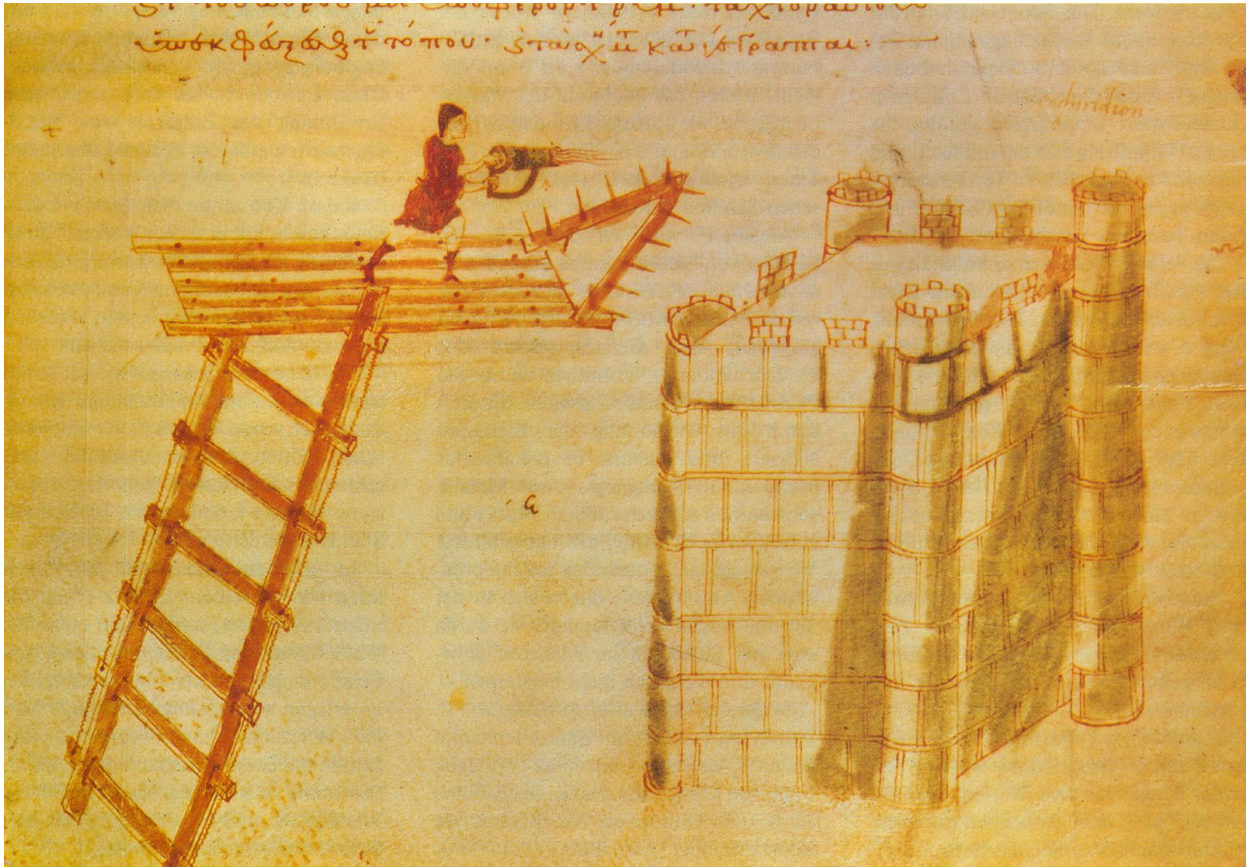


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Cyrosiphon

Mundane equipment. 100 gp. 10 lbs.

This strange tube with a handle and plunger can compress and ignite a flask of Alchemist Fire and spray the flaming liquid over a small area. Creatures in a 20-foot line must make a DC 10 Dexterity save or be hit by the Alchemist Fire. On a failed save, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. Loading a flask of Alchemist Fire into the Cyrosiphon takes an action.



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Dragon's Maw Halberd

Weapon (longsword or greatsword), very rare
(requires attunement)

This axe is covered in intricate runes and has a stylized Gold Dragon's head surrounding the blade. It functions as a +1 weapon. The shield has 6 charges for the following four properties. The Dragon's Maw Halberd regains 1d4 + 1 expended charges daily at dawn.

Arc of Fire. You can use an action and expend 1 charge to swing the weapon in an arc and the maw breaths out a cone of flame. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

Frightful Presence. You can use an action and expend 1 charge to brandish the weapon. The maw lets out a frightening roar. Each creature of the dragon's choice that is within 10 feet of you must succeed on a Wisdom saving throw or become frightened for 1 minute. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Maw's Frightful Presence for the next 24 hours

Weakening Breath. The weapon exhales gas in a 15-foot cone. Each creature in that area must succeed on a Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. You can use a bonus action to expend 1 charge to change the weapon into another axe type weapon: a halberd, a handaxe, a battleaxe or a greataxe.



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