

# MYTHOLOGICAL MAGIC ITEMS





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**Introduction:** *The magical creations herein hail from classical antiquity. Whether they be in the hands of friend or foe, they are certain to infuse your game with a certain mythological flavor straight from the epic poems of old! In addition to 30 magic items, there is also a bonus creature from the gates of hell.*

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# Magic Items

## Aegis of Zeus

*Armor (shield), very rare (requires attunement)*

This golden shield bears the depiction of a medusa's head surrounded by lightning bolts, and once was wielded by the legendary Zeus, or perhaps Athena, depending on which tales you hear.

While holding this shield, you have a +1 bonus to you armor class. While attuned to it, you may use your action to cast *lightning bolt* from the front of the shield (spell save DC 15). Once you have used the shield in this way, you may not do so again until you have completed a long rest.

## Aeolus' Bag of Gales

*Wondrous item, uncommon (requires attunement)*

An Aeolus bag is a leather sack, tightly sealed with thick leather straps. When the wielder uses an action to untie the straps, strong winds blow forth, as if the wielder had cast *gust of wind*, without requiring concentration. The strong wind continues to blow from the bag for 1 minute or until the wielder uses an action to seal it again. The bag may be used in this way once a day, regaining its ability to do so at dawn.

## Ambrosia

*Wondrous item, rare*

This silver honey-like substance is said to be the food of the gods themselves. As an action, one mouthful of the heavenly, delicious honey can be swallowed. The creature who does so regains 4d4+4 hit points and is relieved of the blinded, deafened, paralyzed, and poisoned conditions, if it has them, and is cured of any disease.

## Archimedes' Mirror

*Wondrous item, very rare (requires attunement)*

Created by a master engineer from a distant land to destroy an enemy fleet, this hand-held steel mirror can magically reflect a beam of sunlight, even at night or indoors. As an action, the wielder can use the mirror to cast *sunbeam* once (spell save DC 15). The mirror regains its ability to cast the spell at dawn.

## Artemis' Longbow of the Hunt

*Weapon (longbow), legendary (requires attunement)*

This bow once belonged to a goddess of the hunt. Touched by her divine hand, it brings success in the hunt to all who wield it.

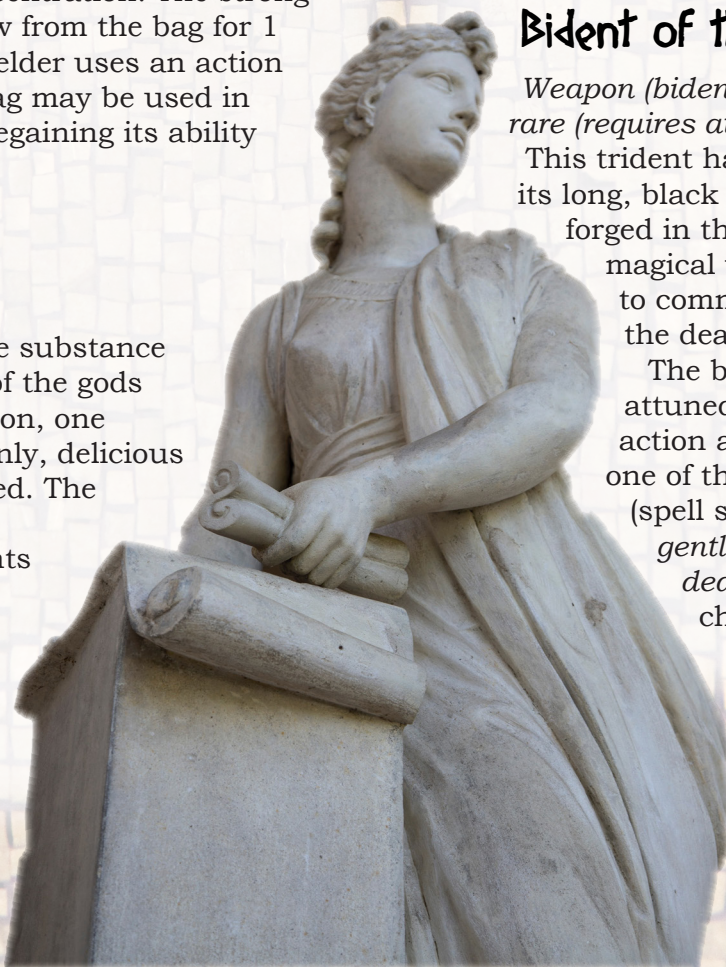
You gain a +3 bonus to attack and damage rolls made with this magic weapon. As an action, you can whisper the command word and cast *hunter's mark* and *animal friendship* at will. You may also use the bow to cast *moonbeam* (spell save DC 15) once. The bow regains its ability to cast the spell when you complete a long rest.

## Bident of the Underworld

*Weapon (bident, a two toothed trident), rare (requires attunement)*

This trident has two sharp teeth atop its long, black staff. Said to have been forged in the land of the dead, this magical weapon allows its wielder to commune with and command the dead.

The bident has 3 charges. While attuned to it, you can use an action and expend 1 charge to cast one of the following spells from it (spell save DC 15): *animate dead*, *gentle repose*, or *speak with dead*. The bident regains its charges at dusk.







## Circe's Staff

*Staff, very rare (requires attunement by a spellcaster)*

This staff has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells (spell save DC 15) from it: *animal friendship* (1 charge), *ray of sickness* (1 charge), or *polymorph* (3 charges). The staff regains 1d6 + 1 expended charges daily at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff crumbles into ashes and is destroyed.

## Cornucopia

*Wondrous item, rare (requires attunement)*

This large mouthed goat's horn is said to have come from a goat maid who cared for an infant god who, not knowing his own strength, broke off her horn by accident. Now it provides the nourishment to all that she provided to the young godling.

The user of the cornucopia can cast *create food and water* three times a day. It regains the ability to do so with each dawn.

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## Dragon Teeth

*Wondrous item, rare*

Whether or not these ivory, fang-shaped stones are in fact dragon teeth is unknown, though they are called as much. You can use an action to stick a dragon tooth into the ground. At the end of your turn, a **veteran** sprouts from the planted tooth. It is friendly to you and your companions and follows your verbal commands (no action required by you). The veteran remains for one hour or until it drops 0 zero hit points. Once a dragon tooth has been used in this way, it crumbles to dust.

## Eris' Apple of Discord

*Wondrous item, very rare*

This golden apple is said cause strife wherever it is thrown. Indeed, it once caused a dispute among gods that led to a war.

As an action, you may throw this apple to a point you can see within 60 feet. Each creature within a ten-foot radius of the apple must use their reaction to make a single weapon attack against another creature of their choosing within the radius. If there are no other creatures, they make the attack against themselves.

Once the apple has been thrown, it may not be used again until the next dawn.

## Girdle of Aphrodite

*Wondrous item, rare (requires attunement)*

This sash of fine silk provides the wearer with the power to charm and entrance.

The girdle has 7 charges. While wearing it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your Charisma modifier as your spellcasting ability modifier: *charm person* (1 charge per spell level, up to 3rd), *enthrall* (2 charges), or *charm monster* (4 charges).

The girdle regains 1d6 + 1 expended charges daily at dawn.



## The Golden Fleece

*Wondrous item, very rare (requires attunement)*

The golden fleece is a cloak made from the fur of a divine golden ram. You can use an action to flourish the cloak and command obedience from each humanoid of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by you for 8 hours. While charmed in this way, the humanoid regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. The fleece can't be used again until the next dawn.

## Hades' Helmet of Invisibility

*Wondrous item, very rare (requires attunement)*

This golden bronze cap fits over the head and eyes. When worn, its bearer can cast the *invisibility* spell three times a day and the *greater invisibility* spell once a day. The helmet regains its ability to cast these spells each day at dawn.

## Harpe, the Sword of Perseus

*Wondrous item, rare*

This adamantite shortsword has a sharp edge on one side of the blade and a sickle like curve on the other. It is exceptionally sharp and gleams in the sun like a mirror.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a monstrosity with this weapon, the creature takes an extra 3d6 damage.

## Hat of Hermes

*Wondrous item, very rare (requires attunement)*

This small, wide brimmed, circular hat features small wings that sprout from each side. Endowed with divine power by a god who could travel anywhere in the service of his duties delivering messages, this hat grants a limited version of his power to those who wear it.

The hat has 7 charges. While you are attuned to it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (spell save DC 15): *longstrider* (1 charge), *haste* (3 charges), or *freedom of movement* (4 charges). The hat regains 1d6 + 1 expended charges daily at dawn.



## Hercules' Club

*Weapon (club), uncommon*

Once used by a hero in antiquity, this club is made of gnarled olive-wood. You gain a +1 bonus to attack and damage rolls made with this magic weapon and do an additional 1d6 bludgeoning damage on a hit.

## Lantern of Diogenes

*Wondrous item, rare (requires attunement)*

This simple brass lantern is said to have belonged to an eccentric philosopher who lived in a barrel and bit at his friends like a dog when they lied.

As an action, you may light the lantern and use it to cast *zone of truth* (spell save DC 15). The lantern's light lasts ten minutes. Once the lantern has been used in this way, it cannot be used again until the following sunrise.

## Lyre of Apollo

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

This golden lyre is said to have been fashioned by a god. An instrument of the bards is an exquisite example of its kind, superior to an ordinary instrument in every way. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells: *wall of stone*, *calm emotion*, *charm person*, *daylight*, *mass healing word*, and *augury*.

Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

You can play the instrument while casting a spell that causes any of its targets to be charmed on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component.

## Odysseus' Bow

*Weapon (longbow), very rare (requires a Strength score of 13 or higher)*

This longbow is said to have belonged to an epic hero of some renown. What's more, it is exceptionally heavy and can only be drawn by the strongest archer.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 piercing damage.

## Pan's Flute

*Wondrous item, uncommon (requires attunement)*

Fashioned from reeds cut from the riverbanks of the river Oceanus, this flute functions as a normal pan flute. In addition, if you are proficient with the instrument, you may use an action to play the pipes and cast *enthrall* (spell save DC 14) once per day.

## Panacea

*Potion, Legendary*

Created by a god of healing for their most beloved worshipers, this silvery potion glows with a faint light and is warm to the touch. When you drink this potion, it removes all conditions, levels of exhaustion, and effects reducing your ability scores or hit point maximum. You also regain 70 hit points.

## Pandora's Box

*Wondrous item, Rare*

Said to be either a gift or a curse from the gods, this lacquered wooden box is sealed with wax and stout ropes, tied with an impossibly difficult knot, leaving cutting it as the only way to untie it. The first character to open the box sees a torrent of nightmares stream out and through them, escaping into the world, leaving only a faint, warm glow emanating from within.

When you open the box, you are poisoned for 24 hours. As long as you have this condition during this 24-hour period, however, you also have advantage on death saving throws, cannot be frightened, and regain the maximum amount of hit points possible when you roll Hit Dice.



## Ring of Gyges

*Ring, legendary (requires attunement)*

While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.

**Curse.** This ring is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the ring, keeping it on your finger at all times. Your alignment changes to Neutral Evil.

## Rod of Asclepius

*Rod, very rare (requires attunement by someone with proficiency in the medicine skill)*

This rod is carved from living wood and bears a wooden serpent entwined up its length. Said to have been blessed by a god of healing, this rod grants healing powers to those who wield it.

The rod has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your Wisdom modifier as your spellcasting ability modifier: *cure wounds* (1 charge per spell level, up to 3rd), *lesser restoration* (2 charges), or *mass healing word* (3 charges).

The staff regains 1d6 + 1 expended charges daily at dawn.

## Shortbow of Eros

*Weapon (shortbow), very rare (requires attunement)*

Once wielded by a mischievous celestial with the power to cause infatuation in others, this shortbow still retains a trace of that lusty magic.

When you hit with a ranged weapon attack using this shortbow, you may forego the damage to attempt to instill a magical enchantment in the target instead. The affected target must make a Charisma saving throw (spell save DC 15). On a success, there is no effect. On a failure, however, they become prone to falling in love. The next time they see a creature within 1 minute after being struck with this arrow, they become charmed by that creature for 1 hour. If the creature is of a species and gender they are normally attracted to, they regard it as their true love while they are charmed.

## Smith's Tools of Hephaestus

*Wondrous item, very rare (requires attunement and proficiency in smith's tools)*

These simple, sturdy smith's tools show signs of wear and long use, but they are still more than sufficient for the job. In addition to functioning like normal smith's tools, you can also channel the masterful craftwork of the gods of the forge. When you spend an hour with these tools and a weapon or piece of armor, you can magically enhance it, granting it a +2 bonus until the end of your next long rest.

Once you use the tools in this way, you can't use it again until you finish a long rest.

## Thread of Ariadne

*Wondrous item, very rare (requires attunement)*

Tales say that small spool of red thread was a gift from a lovelorn sorceress to a cruel adventurer, so that he might not get lost in the labyrinth of a minotaur. The thread itself cannot be unwound from the spool. Instead, you can use an action to cast the *find the path* spell, creating a translucent red thread that only you can see. The thread leads toward your intended goal and back to the spot at which you last cast the spell. Once it has been used in this way, the thread cannot be used again for seven days.

## The Thyrsus of Dionysus

*Weapon (staff), rare (requires attunement)*

This curious staff carries a carved wooden pine cone atop its otherwise plain length. When you strike a target humanoid with this staff, you may choose to make the target make a DC 13 Wisdom saving throw. On a failure, they are affected as if you had cast *crown of madness* upon them. Only one creature at a time may be affected by this effect. If you choose to make a second creature make the saving throw, the effects ends on the first.

## Trident of Poseidon

*Weapon (trident), very rare (requires attunement)*

Once wielded by the mighty god of the sea, this trident is made of greenish metal, featuring wicked spiny teeth. This magic weapon has 7 charges. While you carry it, you can use an action and expend 1 or more charges to cast one of the following spells from it (spell save



DC 15): *fog cloud* (1 charge), *conjure animals* (creatures with a swim speed only; 2 charges) *water breathing* (2 charges), *water walk* (2 charges), *control water* (3 charges), *control weather* (6 charges). The trident regains 1d6+1 expended charges daily at dawn.

## Wings of Icarus

*Wondrous item, rare (requires attunement)*

Created by an artificer from long ago, these artificial wings are made of wood, wax, and feathers, attached to a leather harness. When worn, they grant the wearer a fly speed equal to their walking speed.

When you use these wings to fly, you are vulnerable to fire damage. If you take fire damage that drops you to zero hit points while you are flying, the wings are destroyed.

## Appendix: Bonus Creature

### Cerberus

*Large monstrosity, lawful neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 45 (7d8 + 14) **Speed** 50 ft.

**STR** 17 (+3) **DEX** 12 (+1) **CON** 14 (+2)

**INT** 6 (-2) **WIS** 13 (+1) **CHA** 6 (-2)

**Skills** Perception +5

**Damage Immunities** fire

**Senses** darkvision

60 ft., passive

Perception

15

**Languages** understands Infernal but can't speak it

**Challenge** 3 (700 XP)

**Keen Hearing and Smell.** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Three Heads.** The cerberus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

**Wakeful.** When one of the cerberus's heads is asleep, its other heads are awake.

#### Actions

**Multiattack.** The cerberus makes three bite attacks.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

A cerberus is a large canine with three snarling heads. Created by Hades to guard the gates to his domain, these monstrosities are dutiful but dangerous.

