

Ancient Artifacts

That won't break your campaign



Use this list of ancient artifacts to enhance any Traveller or skill-based space RPG campaign.

- **Successful skill checks or clever gameplay** will lead to discoveries for each artifact.
- **Use the artifact status table** to determine the current state of the artifact.

d6 Artifact Status

- 1 **Broken** - The artifact is broken, and requires repairs before it functions as intended.
- 2 **Malfunctioning** - The artifact functions, but with side effects preventing full effect.
- 3 **Prototype** - The artifact is unique, and has a 10% chance to malfunction or break after each use.
- 4 **Augmented** - The artifact includes additional features beyond what is stated.
- 5 **Homemade** - The artifact was homemade and only functions if used in a certain way.
- 6 **Connected** - The artifact was built to be connected to another artifact. If connected, functionality is enhanced

d6 Artifact Name Appearance

Skill & Description

1	Brightenhume	<i>A small clear tube made from a material similar to glass. The tube seems empty, but frequently discharges a tiny bolt of electricity from within.</i>	Astrogation, Navigation 1 - The discharges seem to be occurring at regular intervals. 2 - The discharges point towards a specific direction. 3 - The Brightenhume is a map! The discharge frequency is related to the distance away from the mapped. The discharges always point in a specific direction - the end location of the map.
2	The Stillson Object	<i>The Stillson Object is built in the shape of an "L." One side is smooth. The other is bulbous, with a small cavity filled with biological creatures that look like hair.</i>	Engineer, Mechanic, Animals 1 - The biological creatures seem to be harmless air filters. 2 - The biological creatures will form a tight hold on anything placed within the cavity. They loosen by turning the object clockwise. 3 - The object is a wrench. The biological creatures will tighten onto anything placed inside, allowing for quick engineering work.
3	The Myrtle Leaf	<i>The Myrtle Leaf is a small, thin, symmetrical object shaped like a myrtle leaf from the ancient texts. It appears sharp at the edges.</i>	Medic, Melee, Science 1 - When pushed into a surface, the leaf-like edge slides through it. 2 - When pushed into living flesh, it gives off a tingling feeling. 3 - When pushed far enough into living flesh, it severs the life force to that part of the body. The object is a scalpel, used to cut away the memory of flesh from lingering pain caused by psionic attacks.
4	The Aon Scanner	<i>The object is clearly an ancient scanner of some kind, powered by an unknown power source.</i>	Electronic, Admin, Investigate 1 - When biological material is scanned, shapes appear on screen. 2 - The shapes are a type of language, and the scanner has an electronic user interface that can be interacted with. 3 - The object scans and catalogs DNA, saving them into a database. With intense study the thousand year old database can be accessed.
5	God's Wing	<i>God's Wing is a small, 9-inch extremely light object fashioned in the form of a delicate, white feather.</i>	Art, Language 1 - The tip of the object is hollow! 2 - The tip of the object, when dipped in liquid, will hold the liquid. 3 - The object acts as a feathered dip pen. When dipped in ink and written with, it can translate any language being spoken, to the writer's understood language. Idioms are only translated literally.
6	Arundo Tube	<i>A small hollow device about six inches long, with an open cavity on both the front and back. More than one exist.</i>	Vacc Suit, Seafarer, Survival 1 - Air can pass freely through the tube. 2 - When air passes through the tube, its chemical makeup changes when it comes out the other side. 3 - The tube is a rebreather! As air is sucked into the tube it becomes breathable air based on the creature breathing through it.