5E
COMPATIBLE

ARTHURIAN ARTIFACTS

BY DECKARD MANNE, CALLIBOURNE STUDIOS

Wield the artifacts of Arthurian Legend in this 5e compendium of unique scaling magic items

ARTHURIAN ARTIFACTS

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Arthurian Artifacts is a compendium of unique scaling 5e magic items. This product is compliant with the Open Game License (OGL) and is suitable for use with the 5th edition of the world's oldest fantasy roleplaying game. The OGL can be found on the last page of this document.

INTRODUCTION

hen first mass was done, there was seen in the churchyard, against the high altar, a great stone four square, like unto a marble stone; and in midst thereof was like an anvil of steel a foot on high, and therein stuck a fair sword naked by the point, and letters there were written in gold about the sword that said thus: Whoso pulleth out this sword of this stone and anvil, is rightwise king born."

– Sir Thomas Malory, *Le Morte d'Arthur*

AN AGE OF LEGEND

The age of King Arthur and the Knights of the Round Table was one of legend. A time of incredible myth and folklore dominated by chivalrous yet flawed heroes, mystical and wondrous locations, and items of untold power. A time when King Arthur held aloft Calibourne, the Sword in the Stone, and was crowned king.

THE ARTIFACTS

The Arthurian Artifacts are a collection of famous magical relics from the original Arthurian Legends re-imagined as powerful TTRPG magic items for 5e.

Each item is designed to capture the powers, themes, and role of its original versions

from classic works such as *Historia Regum Britanniae, King Arthur and His Knights, Le Morte d'Arthur,* and *Sir Gawain and the Green Knight*.

ASCENSION QUEST

Unlike normal 5e magic items, each Arthurian Artifact comes with a unique in-game objective known as an Ascension Quest. Each of these quests represent the role the artifact had in the original Arthurian Legends—translated into TTRPG mechanics.

Upon a wielder's completion of an Ascension Quest, their item will transform into its Ascended form, gaining increased stats and abilities.

If an Ascended item should ever come into the attuned possession of a new wielder, the item will revert into its Dormant form.

ROLE OF THE ARTHURIAN

The Arthurian Artifacts are suitable for ALL 5e campaigns, not just Arthurian ones.

The identifiably Arthurian aspects of the magic items are left out of the literal overview or mechanics, instead only alluded too, given more clear reference in the opening bio. Parties uninterested in Arthurian Legend can use most of these items without even realizing their true origin, but for fans of Arthurian Legend, the quests, descriptions, and abilities of the items will be instantly recognizable.

BOOK CONTENTS

Arthurian Artifacts contains 21 unique scaling magic items ready to be dropped into any 5e campaign. These items are **Rare** in their Dormant form and **Very Rare** in their Ascended form. Each magic item overview details the role the item had in the Arthurian Legends, the item's Acension Quest, Dormant form, Ascended form, and art.

Arthurian Artifacts are designed for those who revel in the hunt and use of magic items, get frustrated when a favorite magic item has become outclassed, or enjoy short, self-contained narrative story arcs.

NARRATIVE IMPLEMENTATION

In situations where you might wish to implement the Arthurian Artifact, you may hesitate to use them, especially in an established setting or an ongoing campaign. Don't worry! The Arthurian Artifacts are designed in order to facilitate play in any setting and campaign. Like any other magic items, they are ancient relics of a previous age.

Feel free to include as many Arthurian Artifacts as you and/or your players would like. If you happen to be a player, show this book to your DM! They're probably already searching for new magic items to reward you with.

ARTHURIAN ACCURACY

Although a plethora of development time has been devoted toward making this book historically accurate (as much as one can be "accurate" when dealing with Arthurian literature), a number of small adjustments have been made in order to streamline the reinterpretation of the original Arthurian objects into the items found within.

In addition, the names, histories, and mechanical inspirations and explanations are influenced by a number of different Arthurian sources, some of which clash with one another. This book does not keep to any single source, but instead tries to represent the Arthurian Legends as a whole.

This is a passion project. Arthurian Legend has been a long-standing interest of mine, and although a true Arthurian scholar may scoff at my interpretations and assumptions, my work is made in good faith with the intent of sharing this niche with the greater TTRPG community. I hope you enjoy! For more information, along with much more content, check out *Calibourne Studios* on:

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- Linktree: linktr.ee/calibourne
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ARTIFACT CODEX

For easy reference, all of the Arthurian Artifacts are listed below in the order they appear in this book (alphabetical order).

Arthurian Artifact	Item Type	Abilities Overview
Bleeding Lance, the Spear of Destiny	Lance	Heal yourself and allies; bleed grappled enemies
Calibourne, the Sword in the Stone	Greatsword	Heal on kills; gain proficiency in diplomatic skills
Carnwennan, the Shrouded Dagger	Dagger	Use invisibility to sneak attack; magically catch the artifact
Cortain, the Sword Reforged	Short Sword	Shatter the artifact to block attacks; reforge it with buffs
Excalibur, the Sword of Kings	Longsword	Shine radiant light to blind and stun; attack anything
Excalibur's Scabbard, the Bloodless Holster	Scabbard	Stop bleeding; automatically succeed on death saving throws
Fail-Naught, the Missless Bow	Longbow	Deal damage hit or not; set up a hunting trap; track better
Goswhit, the Helmet of Nations	Helmet	Understand and speak languages; gain mental bonuses
Green Sash, the Girdle of Safety	Sash	Negate critical hits; become harder to kill; reattach limbs
Holy Grail, the Cup of Divinity	Cup	Pour infinite holy water; heal good and harm evil; stop aging
Lit Merveil, the Perilous Bed	Bed	Attack sleeping creatures; recover from exhaustion faster
Merlin's Staff, the Rod of Magicks	Staff	Use a pool of powerful altered utility spells out of combat
The Necklace of the Lady of the Lake	Necklace	Charm and enchant creatures; gain temp Charisma bonuses
Pridwen, the Shield of the King	Shield	Grant allies AC buff; stay standing when dropped to 0 hp
Rhongomyniad, the Slaying Spear	Spear	Stack increasing bonuses on successful consecutive hits
Ring of Dispel, the Band of Dispersal	Ring	Dispel magic such as illusions; uncover illusory features
Round Table, the Seat of the Court	Table	Form a circle of allies; grant buffs against schools of magic
Seven-League Boots, the Striding Shoes	Boots	Gain extra movement; travel farther during overland travel
Siege Perilous, the Seat of the Hero	Chair	Reroll your own and your allies' rolls; kill the unworthy
Stone of Giramphiel, the Jeweled Gift	Gem	Negate spells; gain resistance; emanate an aura of anti-fear
Wygar, the Apparating Tunic	Chain Shirt	Grant allies AC buffs; teleport the artifact onto you

Bleeding Lance, the Spear of Destiny

The Bleeding Lance is the spear that pierced Jesus during his crucifixion as confirmation of his death. The Bleeding Lance is also the weapon that was used to cripple the Fisher King, corrupting his lands. Even though the lance was a weapon of destruction, its blood could heal as well, eventually being used to heal the king and his domain.

The lance is also known as the "Holy Lance," the "Avenging Lance," and the "Lance of Longinus."

This bone white lance leaks blood along the shaft onto the hand of the wielder. The weapon is twice the length of an average lance, made to pierce the sides of both the faithful and fanatical.

Ascension Quest. Use the artifact to heal a crippling disease that ails a king, queen, or other creature of equivalent stature. Leak a drop of the artifact's holy blood into the *Holy Grail, the Cup of Divinity.*

Dormant

Weapon (Lance +1), Rare (Requires Attunement)

The artifact contains 3 cups of holy blood. The holy blood is refiled after a long rest.

Blood of the Faithful. As a bonus action, you cause the artifact to leak 1 cup of blood onto yourself or an ally within reach, healing 2d4 hit points.

Pure-Hearted Miracle. As an action, you cause the artifact to leak 3 cups of blood onto yourself or an ally within reach, acting as the *Lesser Restoration* spell.

Ascended

The artifact contains 6 cups of holy blood instead of 3.

Whenever you attack a grappled target, you may leave the artifact stabbed through the target so long as the wielder does not move away from the target. On the start of the target's turn and every turn after they remain grappled, they take 1d12 piercing damage.

Calibourne, the Sword in the Stone

Calibourne is most commonly known as the Sword in the Stone, drawn by a young Arthur Pendragon by accident when he was unable to find the sword of Sir Kay. As the recognized heir to the throne, Arthur set out to unite the many peoples of the kingdom, eventually succeeding and being crowned king. Afterwards, during a battle against traitor lords, the sword was forever broken.

This enchanted blade is a beacon of fate and kingship. Those that wield it are destined to change the world. "Whoso pulleth out this sword of this stone and anvil is rightwise king born."

Ascension Quest. Use both charges of *Battle Honor* in a single level-appropriate combat encounter. Become a lord, lady, liege, or other equivalent noble role.

Dormant

Weapon (Greatsword +1), Rare (Requires Attunement)

As long as you are wielding the artifact, you have proficiency in one of History, Insight, or Persuasion. This choice cannot be changed after it has been made.

Battle Honor. When you are below full health and defeat an enemy in combat, as a bonus action you heal a number of 1d4 hit points equal to your proficiency bonus. (A defeated creature is one that has been killed, knocked unconscious, or forced to surrender.) You can use this ability twice per long rest.

Ascended

Immediately upon the artifact's transformation into its Ascended form you can change the bonus skill proficiency.

You heal a number of 1d10 hit points from *Battle Honor* instead of 1d4.