

RELIC FILES

TREASURES OF CAMELOT I

ARTHUR'S SCABBARD

Drawing on the rules presented in the *Genius Guide to Relics of the Godlings I* and *II*, the *Relic Files* bring new magic items to your game table. Drawing on historical myth and traditional fantasy tropes, each *Relic Files* PDF presents a new relic suitable for use in most fantasy campaigns.

For suggestions on how to use relics in your campaign, you should consult Volume I of *The Genius Guide to Relics of the Godlings*, which includes rules on how to use relics without unbalancing a campaign (and even rules on making more relics). Even without those rules, any relic can be added to a campaign as the object of a quest or used like a lesser artifact.

The first three volumes of the *Relic Files* are collectively called the *Treasures of Camelot*. Each of these short PDFs presents an iconic treasure of Arthurian Legend, but each comes from a very different point of view. *Arthur's Scabbard*, the Relic presented in this volume, is probably the most like its legendary counterpart, while Arthur's swords (found in the next two *Treasures of Camelot* releases) are completely reimagined: one a high fantasy blade inspired by Celtic mythology, the other as a Roman gladius left lodged in an altar stone.

Each of these relics can be inserted into any campaign setting, but it is unlikely they would appear together (although that could be the seed for an amazing high fantasy post-Roman occupation Britannia campaign!). Rather, the intent was to offer new perspectives on these great treasures and spark your imagination. For campaigns set in settings lacking specific Arthurian legends, these relics can be presented as the legendary gear of any famous king or warrior, allowing some of the flavor of the Arthurian mythos to be used without tying directly to any real-world legends.



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ARTHUR'S SCABBARD

Merlin looked hard at Arthur. "Those are precious gifts! Do not treat them lightly, particularly the scabbard."

The King looked perplexed. "The scabbard, Merlin? It is fine, but surely you don't suggest that it is superior to Excalibur?"

Merlin snorted. "Of course that is what I meant, foolish boy. That scabbard is worth tenfold that of your precious sword. You are a fine swordsman with a fine sword, Arthur, but swords are easy enough to come by, and there is always a better man, a luckier man. One day that man will find you on the field of battle, and you will die. Where is your Britain then? What becomes of your silly little table? Who leads upon your death? Lancelot?" The old wizard barked a harsh laugh at the thought. "Keep that scabbard safe and it will keep you hale in turn. You will never bleed in battle. You will not die in battle, so long as you wear it."

Merlin grinned impishly, adding in a softer tone, "You wear it, and I won't have to watch good men bend knee to that fop Lancelot!"

Much has been made of Excalibur in fiction, movies, and even gaming. Excalibur is arguably the world's most famous sword—for many it is the quintessential magic sword—but Arthur's scabbard has been mostly forgotten. Even Arthur underestimated the relic that bore his famous blade, and when asked which was more valuable he chose the sword.

Merlin warned Arthur not to underestimate the scabbard's value, claiming it was worth ten swords like Excalibur. The old wizard further urged the king to keep the scabbard safe. Unfortunately, Morgan deceived Arthur and stole the scabbard, leaving him vulnerable when he most needed the relic's protection. Our legends would have turned out very differently had Arthur taken more care with this powerful relic.

ARTHUR'S SCABBARD

Aura: strong transmutation; **CL:** as wielder's level
Slot: belt; **Weight:** 2lbs.

DESCRIPTION

Fashioned from sturdy but well-worn dark leather, the scabbard is heavy with gold accents and studded with large diamonds. The gems turn red as the relic protects the bearer from injury; with each wound, another misty blood-red vein appears in the jewels, until in time the color deepens to the point where the diamonds could be mistaken for rubies.

Conversely, the diamonds pale slightly when the bearer uses the scabbard's magic to repair or improve the sword it is currently bonded to.

Level 1: The masterwork belt and bejeweled scabbard detect as magic. Once per day, the bearer may choose to bond a sword to the scabbard as a full round action. The scabbard adjusts to fit the bonded sword, and as the bearer increases in level the bonded sword can benefit from the scabbard's powers. Only one sword can be bound to the scabbard at a time, and any benefits the sword has gained from bonding with the scabbard end as soon as the bearer bonds a new sword. Additionally, the wearer gains a +1 competence bonus to the Heal skill. The belt and scabbard must be worn to gain this benefit.

Level 2: The bonded sword gains 5 hit points and 1 hardness. It loses these benefits if another sword is bonded to the scabbard.

Level 3: The wearer automatically stabilizes when reduced to fewer than 0 hit points.

Level 4: As a standard action, the wearer may use the scabbard to cure 1d8+1 points of damage with a touch 3 times per day.

Level 5: Three times a day, while the bonded sword is sheathed, the wearer may repair 1d4 hit points of damage dealt to the bonded sword. A bonded sword now gains 3 points of hardness.

Level 6: The scabbard closes the worst of the wearer's open wounds. At the end of each of the wearer's turns (after he takes damage from any current bleed effects), all bleed effects he is suffering end.

Level 7: The competence bonus to the Heal skill increases to +2.

Level 8: When a critical hit or sneak attack is scored on the wearer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. If the wearer already has 25% or greater critical negation (such as from *light fortification*) that percentage instead increases 5%.

Level 9: Five times per day when the bonded sword is drawn from the scabbard, the wearer may choose for it to gain the *keen* weapon quality for the next 5 rounds. The bonded sword now gains 5 points of hardness.

Level 10: The competence bonus to the Heal skill increases to +3 and the healing dice from the level 4 healing power increase to 2d8+2. The wearer gains a +1 natural armor bonus to AC.

Level 11: Three times per day while the bonded sword is sheathed, the wearer may repair 1d6 hit points of damage dealt to the bonded sword. If the wearer's character level is at least twice the caster level of the bonded sword, this can fix the sword if it is destroyed, and restore the magic properties of the sword.

Level 12: The competence bonus to the Heal skill increases to +4, and the natural armor bonus increases to +2.

Level 13: The wearer gains a +2 enhancement bonus to Strength and Constitution. Treat this as a temporary ability bonus for the first 24 hours the scabbard is worn.

Level 14: The competence bonus to the Heal skill increases to +5, and the natural armor bonus increases to +3.



Level 15: When a critical hit or sneak attack is scored on the wearer, the chance that the critical hit or sneak attack is negated is increased to 50%. If the wearer already has 50% or greater critical negation (such as from *medium fortification*) that percentage instead increases 5%. In addition, the healing dice of the level 4 power increase again to 3d8+3.

Level 16: The competence bonus to the Heal skill increases to +6, and the enhancement bonus to Constitution increases to +4. The bonded sword is considered adamantine (in addition to any material it is actually made of), and now gains 15 hit points and 10 hardness.

Level 17: The enhancement bonus to Strength increases to +4, and the natural armor bonus increases to +4.

Level 18: The competence bonus to the Heal skill increases to +8, and the healing dice from the level 4 healing power increase to 4d8+4.

Level 19: The competence bonus to the Heal skill increases to +9, and the enhancement bonus to Constitution increases to +6.

Level 20: When a critical hit or sneak attack is scored on the wearer, the chance that the critical hit or sneak attack is negated is increased to 75%. If the wearer already has 75% or greater critical negation (such as from *heavy fortification*) that percentage instead increases 5%. Additionally, the enhancement bonus to Strength increases to +6.

GO ROGUE!!

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