# Relic Files
Treasures of Camelot III

Sequence

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. In this volume we offer the "Sword in the Stone," a Roman gladius called Sequence, left behind when Rome recalled her troops. We've already presented a traditional version of Arthur's scabbard and a high-fantasy Celtic-inspired interpretation of the sword Arthur received from the Lady of the Lake in in *Treasures of Camelot* Volumes I & II.

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.
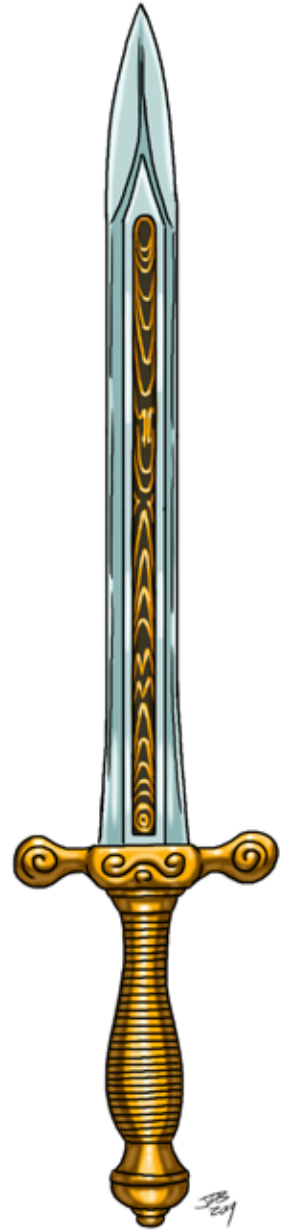
Andrew Marlowe

Sequence

The orc warlord, Bror, barked an order as he led his raiders towards the lights and chimney smoke of a nearby village. Human villages were easy pickings by night. He looked to his right and flashed a tusk filled grin at his brother Esbern. The druid returned his grin as he began his transformation. In a moment, the orc was gone and in his place a great brown bear shook out it's shaggy fur.

Esbern would occupy the three human knights while the rest of the raiding party would Take. The humans will be surprised, thought Bror with a rumbling laugh, as Esbern charged the village roaring. Bror noted that the three knights burst from the large central structure. Each was dressed in the polished banded armor of the empire's legionaries. Bror frowned. Very few of these humans still wore that armor in this part of the world save the Knights of the Pendragon, and there were three of them down there!

"Damnit," Bror swore, then barked another order directing his other six warriors to help finish the knights before Taking. This would be a bloody business, but after tonight's work there would be three fewer of these Knights to trouble King Aelle.

Bror ran forward, still watching as Esbern tore through the hedgeline and bore down on the three knights. Two of the knights lowered spears, while the third—the smallest of the three—drew a gladius. An imperial-style shortsword, its blade glimmering with a faint light. The bear-form orc bore down on one of the spear wielders, easily knocking the weapon aside and driving a clawed paw hard against the knight's face.

Then Bror and his warriors were out in the open. With a collective roar the entire raiding party hammered into the three knights. The young knight with the gladius deftly stepped inside the reach of Bror's longspear and drove his blade into the warrior on Bror's right. The blade bit deep into the orc's midsection even as the knight bashed Bror with his shield.

Bror growled, furious. The warriors of the raiding party pressed in again hard, and Esbern bloodied his maw ripping a chunk out of one of the spear-knight's faces. All the while, Bror got the impression the young knight was waiting for something.

Then it came—a command in that soft and weak human tongue. Suddenly, there was blazing light! The knight's gladius erupted in impossibly brilliant flames. Apparently, the young knight had been waiting until he was certain all of Bror's raiders were committed to the fight before unleashing this treachery. Bror staggered back against the hated light. His companions didn't fare so well. The knight's terrible sword seared through orc flesh with dreadful efficiency, and out of the blinding light, spears finished what the young knight didn't.

The legend of how Arthur pulled the sword of rulership from the stone may be one of the most enduring stories of Arthurian Legend, but which sword he drew from that stone is less clear. Despite conflicting legends it is generally accepted that Excalibur is the sword that Arthur is given by the Lady of the Lake, which means the "sword of rulership" must be another sword.

Another named sword associated with Arthur is *Sequence*. It could also be the same blade that Arthur lends to Gawain. While in most of the stories Gawain's sword is called *Galatine*, there are similarities between *Sequence* and *Galatine*. Both swords are capable of bright illumination, as bright as "thirty torches" in times of need.

Sequence

Aura: strong evocation; **CL:** as wielder's level
Slot: Held; **Weight:** 3lbs.

Description

When the empire withdrew from Provincia Britannia, a treasure was left behind locked in stone: a gladius of simple elegance. The sword's perfectly balanced blade appears nearly as bright as polished silver and seems to catch every ray of light, contrasting the dark wood hilt wrapped in strands of fine gold wire. The pommel ends with the golden head of a roaring lion.

This sword lay buried nearly to the hilt in the altar stone of one of the many ancient stone circles, awaiting the right hero to draw it from the altar. Etched upon the stone in the hard angular lettering of the empire were the words: "Whosoever pulls this sword from this stone is the right-wise king born of all Britannia."

Legend holds that when the last hero to wield this sword perished, there was no worthy successor and the sword simply disappeared. Rumors further suggest that *Sequence* is once again locked in stone awaiting a worthy soul to find it and draw it forth.

Level 1: *Sequence* is a masterwork gladius, considered magic for purposes of overcoming DR, but does not give a magic enhancement bonus to attack or damage rolls, though it does grant a +1 nonmagic enhancement bonus to attack rolls as a masterwork weapon.

Level 2: Adds a +1 competence bonus to Perception checks. The weapon need not be drawn to grant this benefit, but must at least be on the character's person. *Sequence* glows faintly with the light of a candle when drawn. This light may be dismissed by the wielder as a free action.

Level 3: Grants cold resistance 1. The weapon need not be drawn to grant this benefit, but must at least be on the character's person.

Level 4: Cold resistance increases to 3.

Level 5: *Sequence* now functions as a *+1 gladius*.

Level 6: Competence bonus to Perception checks increases to +2.

Level 7: Cold resistance increases to 4.

Level 8: *Sequence* now functions as a *+1 flaming gladius*.

Level 9: Cold resistance increases to 5.

Level 10: Competence bonus to Perception checks increases to +3.

Level 11: *Sequence* now functions as a *+1 bane flaming gladius*. The bearer must choose the designated foe for the bane function. Once chosen, this cannot be changed until *Sequence* has a new wielder.

Level 12: Competence bonus to Perception checks increases to +4, cold resistance increases to 10.

Level 13: Grants the wielder a +2 enhancement bonus to Strength and Wisdom. The weapon need not be drawn to grant this benefit, but must at least be on the character's person. Treat this as a temporary ability bonus for the first 24 hours the weapon is carried.

Level 14: Competence bonus to Perception checks increases to +5, cold resistance increases to 15.

Level 15: *Sequence* now functions as a *+2 bane flaming gladius*.

Level 16: Competence bonus to Perception checks increases to +6, cold resistance increases to 20, and the enhancement bonus to Strength increases to +4.

Level 17: Cold resistance increases to 25, and the enhancement bonus to Wisdom increases to +4.

Level 18: *Sequence* now functions as a *+1 bane bright-flame gladius*. Also, the competence bonus to Perception checks increases to +8, and cold resistance increases to 30.

Level 19: *Sequence* now functions as a *+2 bane bright-flame gladius*. Also, the competence bonus to Perception checks increases to +9.

Level 20: The competence bonus to a Perception checks increases to +10, and the enhancement bonuses to Strength and Wisdom increase to +6.

New Weapon Special Ability

Bright-Flame: Upon command, a bright-flame weapon is sheathed in flame that deals an extra 2d6 points of fire damage on a successful hit. On a critical hit, this damage increases to 4d6. This weapon's flame sheds bright light in a 60-foot radius per the *daylight* spell. The fire does not harm the wielder. *Bright-flame* cannot be added to a weapon with the flaming or flaming burst abilities.

Moderate evocation; **CL** 12th; Craft Magic Arms and Armor, *fireball*, *flame blade*, or *flame strike*; **Price** +3 bonus.

Go Rogue!!

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