

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.



ANDREW MARLOWE



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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 adamantite (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!!

Designer:

Andrew Marlowe

Developer:

Owen K.C. Stephens

Editor:

Jeremy Miller

Creative Director:

Stan!

Illustrations:

Jacob Blackmon

Graphic Design and Typesetting:

Lj Stephens

Produced By:

Rogue Genius Games

Contents © Copyright Owen K.C. Stephens

Used with Permission

For more information about Rogue Genius Games and our upcoming products, follow us on Facebook: www.facebook.com/roguengeniusgames, via Twitter: Owen: @Owen_Stephens

All logos are the trademark of Rogue Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Rogue Genius Games (RGG) company names and logos; the "Relic Files: Treasures of Camelot I" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a. Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Demodand, Slime from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Forlarren from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone.

Hangman Tree from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Rot Grub from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Troll, Ice from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Russell Cole.

Troll, Rock from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene.

Yellow Musk Creeper from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Albie Fiore.

Pathfinder Roleplaying Game Mythic Adventures. © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Denis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracey Hurlley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Relic Files: Treasures of Camelot I. © 2014, Rogue Genius Games; Author: Andrew Marlowe