



MONKEYDM



KNIGHTS OF THE ROUNDTABLE

**A TOME FILLED WITH OPTIONS TO JOIN THE FALLEN KNIGHTS OF THE ROUNDTABLE,
WILL YOU PURGE THEM OR JOIN THEM?**

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RACES



AVALONIAN HERO

All humans are born as mere mortals, yet a few chosen ones have legendary fates spelled out for them from the moment of their conception. These are known as Avalonian Heroes. Although they look like ordinary folks, they are far from it. The gods and the lands have chosen them as heroes of fate, a fate that can elevate them to the status of legend, or crush them under its weight.

Features

- **Ability Score Increase.** Your Strength and Charisma scores increase by 1.
- **Age.** Heroes live about the same amount normal humans do, but reach maturity much faster, around the age of 14.
- **Alignment.** Heroes have an innate sense for justice and kindness; many of them are lawful or good, and most often both.
- **Bound by Fate.** Whenever you roll a 1 on a d20, the threads that weave your fate are distorted and the maleficent forces grab this opportunity to break your will. You have disadvantage on the next attack roll, ability check or saving throw you make.
- **Chosen One.** You gain proficiency in the Persuasion skill.

- **Languages.** You know Common and one language of your choice.
- **Lead the Charge.** You heed the call of battle. You get a 1d6 bonus to your initiative rolls.
- **Size.** Your size is Medium.
- **Speed.** You have a walking speed of 30 feet.
- **Subraces.** Heroes are born with certain destinies, which heavily influence their abilities. They can be either Ardent, Saintly, or Untamed.

Ardent Traits

Ardent Heroes make for powerful knights and mighty kings. They charge into battle without fear and can withstand great pain without ever giving up.

- **Ability Score Increase.** Your Strength score increases by 2.
- **Ardent Will.** When you would gain the frightened or charmed condition, you can use your reaction steady your heart and face your fate, immediately ending the condition. Once you've used this feature, you can't do so again until you finish a long rest.
- **Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Art by Grandfailure



Saintly Traits

Saintly Heroes have been blessed by the gods with incredible luck and magical knowledge. They turn into saints, martyrs and other holy figures.

- **Ability Score Increase.** Your Wisdom score increases by 2.
- **Divine Will.** You know the *guidance* cantrip. Starting at 3rd level, you can cast the *sanctuary* spell with this trait. Starting at 5th level, you can also cast the *augury* spell with this trait, without requiring a material component. Once you cast *sanctuary* or *augury* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Wisdom or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).
- **Heavenly heritage.** You can speak, read and understand Celestial, but cannot write it.

Untamed Traits

Untamed Heroes are bound to become one with nature. Their skills and hard work are unmatched, though they may not always fit the standards society has for them.

- **Ability Score Increase.** Your Dexterity score increases by 2.
- **Fleetfoot.** You ignore nonmagical difficult terrain and cannot get lost except by magical means.
- **Wild Soul.** You gain proficiency in the Survival skill and a climbing speed equal to your walking speed.



TROLLBLOOD

Trolls and ogres are often seen as the enemies of mankind, especially in fairytales, folklore and other myths, be they of Arthurian or Celtic origin. This is a stereotype, however, as many trolls are peaceful giants. They only hide in swamps and under bridges because of fear they will be struck down by the ignorant. But not all people are ignorant. Some see past the unappealing physique and focus on the large heart. When a human and a troll love each other, come the Trollblood - green-skinned, long-armed creatures that their human parents often shun.

Trollblood Features

Ability Score Increase. Your Constitution score increases by 2.

Age. Trollbloods live as long as full-blooded trolls, growing larger and more distorted with age, like knotting trees. They reach maturity by the age of 5 and can live up to 800 years.

Alignment. Due to them being shunned, most trollbloods are neutral and chaotic.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Heavy-Handed. You can use your large hands to make unarmed strikes. When you hit with them, the strike deals 1d8 + your Strength modifier bludgeoning damage.

Languages. You know Common and Giant.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Size. You weigh around 300 pounds and stand at around 7 feet tall. Your size is Medium.

Speed. You have a walking speed of 30 feet.

Troll Regeneration. As an action on your turn or at the start of your turn when you are at 0 hit points, if you did not take fire or acid damage since the end of your last turn, you may regain hit points equal to twice your proficiency bonus. Once you use this trait, you can't use it again until you finish a long rest.

Subraces. Trollbloods are heavily influenced by their environments. They can be either Bridge Trollblood, Forest Trollblood, or Swamp Trollblood.



Bridge Trollblood Traits

Bridge Trollbloods have grown up on the edge of society, stalking from below the bridges, then assaulting and eating those who trespass.

Ability Score Increase. Your Dexterity score increases by 1.

Beneath the Bridges. You gain proficiency in the Stealth skill.

Devour. When a creature of size Medium or smaller dies within 10 feet of you, you may expend your reaction to devour it. If you do, you regain hit points equal to three times its CR. You can use this ability a number of times equal to your proficiency bonus and regain and can't do so again until you complete a long rest.

Forest Trollblood Traits

Forest Trollblood have accepted their lives as outsiders and retreated into the woods, where they've grown wise and learned how to find peace.

Ability Score Increase. Your Wisdom score increases by 1.

Inner Peace. You have advantage on saving throws you make to avoid or end the charmed and frightened conditions on yourself.

Forest Dweller. You gain proficiency in the Survival or Nature skill.

Woodland Friend. You learn the druidcraft cantrip, and can speak to and understand plants and woodland creatures.

Swamp Trollblood Traits

Swamp Trollblood are often the most hated, but the most valiant of the trolls, despite their awful smell. They take baths in mud, befriend donkeys and are

generally brave souls, but most importantly they are layered, like onions.

Ability Score Increase. Your Strength score increases by 1.

Bayou Body. You have a swimming speed equal to your walking speed.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Roar. Your loud roar can convince people to get out of your swamp. As an action, you roar within a 15-foot cone. All creatures within the cone must make a Strength saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failure, they take 2d8 thunder damage, are pushed 10 feet away and are knocked prone. On a success, they take half damage and are not moved or knocked prone. Once you use this trait, you can't use it again until you finish a long rest.





SPRIGGAN

When someone mentions giants, people assume that the size comes alongside the name. It does not, and spriggans are concrete proof of that. These miniature sprites are descendants of the giants, but due to the curse of Morgan Le Fay, they are stuck within small bodies, their proper size only showing when they become fueled by grand emotions. Over time, history has forgotten why Morgan cursed them, but their rage has endured, not just at the witch but at the entire world. It is this rage that has helped them maintain their strength throughout the ages.

Art by Alena

Spriggan Traits

- **Ability Score Increase.** Your Strength score increases by 2.
- **Age.** Spriggan's bodies look aged from the moment they are born, yet they live up to 1000 years, reaching maturity around 100 years old.
- **Alignment.** Malicious by nature and perpetually angry, spriggans are usually evil.
- **Giant Heritage.** You count as two sizes larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Growth Spurt (Optional Trait, at the GM's Discretion).** As a bonus action, you can unleash your giant blood. You gain temporary hit points equal to your level and your size becomes large for the next minute. You also gain an additional benefit based on your subrace. Once you've used this trait, you can't do this again until you've finished a long rest.
- **Languages.** You know Common and Giant.
- **Size.** You weigh around 100 pounds and stand at around 3 feet tall. Your size is Small.
- **Speed.** You have a walking speed of 25 feet. Your speed is not reduced by wearing heavy armor.
- **Subraces.** Spriggans are all angry, but the nature in which they behave due to that anger is different. You can be a Everwant Spriggan, a Deepdweller Spriggan or a Ragefilled Spriggan.
- **Superior Darkivison.** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.
- **Unpleasant Disposition.** You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks.

GM Note: The Growth Spurt Trait is very strong. It pushes this race from good, to above the power curve. I would recommend using it carefully. It is there to give a more unique aspect to the race, and is mostly intended for tables who enjoy running more difficult games.



Everwant Traits

Everwant Spriggans have learned that people derive their happiness from objects, so it's become their goal to steal as much as possible.

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Change Shape.** You learn the *disguise self* spell and can cast it once at its lowest level. You must finish a short or long rest to cast it again with this trait. Constitution is your spellcasting ability for the spell.
- **Runaway.** Whenever you use your Growth Spurt trait, your movement speed is doubled for the duration.
- **Thieves' Hands.** You gain proficiency in the Sleight of Hand skill and learn the *mage hand* spell.

Deepdweller Traits

After noticing the true extent of your hatred, you've retreated to ruins and mines, where you harness your anger through study, songs and art, away from humanity.

- **Ability Score Increase.** Your Charisma score increases by 1.
- **Enlightening Song.** When you use your Growth Spurt trait, you let out a song that shows your inner anger. All creatures within 30 feet of you when you transform must make a Wisdom saving throw (DC = 8 + your Charisma modifier + your proficiency bonus) or become frightened of you for 1 minute. They can repeat the saving throw at the end of their turns, ending the effect on a success.
- **Knowledge of Song and Stone.** You gain proficiency in the Performance skill and in mason's tools.
- **Ruin Delver.** You have a climbing speed equal to your walking speed. In addition, you have advantage on checks to identify the origin of caves and ruins, as well as checks to navigate them.

Ragefilled Traits

Ragefilled spriggans never left their anger behind. They continue to destroy everything around them, setting fire to buildings, fighting travelers and being overall insufferable.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Angry Grasp.** You can use weapons with the heavy property as if your size were Medium.
- **Feisty.** You have advantage on opportunity attacks.
- **Seed of Rage.** When you use your Growth Spurt trait, you may choose either bludgeoning, piercing or slashing damage. For the duration, you have resistance to nonmagical damage of the chosen type.



SUBCLASSES



BARBARIAN: PATH OF THE GRIEFSTRICKEN

Everyone has their own way of coping with the pain. For some, the anguish they feel after losing a loved one pushes them to become their best selves. The barbarians that take up the Path of the Griefstricken deal with their pain by subjecting themselves to even more torture, both physical and emotional. The worst thing that could happen to them has already happened, so why should they ever fear more of it?

Survivor's Guilt

Though you live, your heart has long stopped beating. At 3rd level, pain only heightens your power. While raging, if you take bludgeoning, piercing, psychic or slashing damage, your next weapon attack deals an additional 1d4 damage of the weapon's type. This bonus can stack up to four times.

When you reach the 10th level, the additional damage increases to 2d4. When you reach the 14th level, it increases to 3d4.

Tortured Mind

Your mental state is fragile and broken due to the trauma you have endured. Also at 3rd level, whenever you take psychic damage while you are raging, you may use your reaction to channel the torment and empower your rage. If you do, on your next turn, if you make an attack with advantage you can reroll one of the dice and choose the highest roll of the three.

Once you use this feature a number of times equal to your Strength modifier, you can't use it again until you finish a short or long rest.

Avenger's Anguish

You can't bear to see the loss of those you love, sending you into a frenzy whenever they fall. At 6th level, whenever an allied creature you can see drops to 0 hit points, if you are raging, you can choose to enter a state of heightened awareness (no action required). Until the end of your next turn, your movement speed is doubled and cannot be reduced, and you are immune to the charmed, frightened, grappled, prone, restrained and stunned conditions. If you were under the effect of any of these conditions, the condition instantly ends.

Once you use this feature, you can't use it again until you finish a long rest.



Art by Warmtail

Sight of Sorrow

All the pain you've enduring has made you an expert at reading emotions. At 10th level, you gain proficiency in the Wisdom (Insight) skill if you are not proficient already. Your proficiency bonus is doubled for any ability check you make that uses Wisdom (Insight).

In addition, you can impart your will on those around you. You learn the *charm person* spell and may cast it without requiring a spell slot or components by sharing your emotions. Strength is your spellcasting ability for the spell when you cast it with this trait.

You can cast the spell a number of times equal to your Strength modifier, and regain the ability to do so when you finish a long rest.

Visions of Loss

At 14th level, your control over your grief is such that you can force it upon others. As part of entering a rage, you can choose a creature within 60 feet of you. You stare deep into its soul, forcing it to make a Charisma saving throw (DC = 8 + your Strength Modifier + your Proficiency bonus). On a failure, you sear its soul and it becomes connected to you for the duration of your rage.

While connected in this way, whenever you resist damage, the creature takes psychic damage equal to the damage you took.





BARBARIAN: PATH OF THE GREEN MAN

Legend says that the touch of Morgan Le Fay can turn any regular man into a deformed forest troll whose body grows fungi-like bulges and whose skin turns green like the grass. These malformed individuals are known as the green men. Some of them consider their new condition a blessing, and others find it to be a curse, but most of them become lawless barbarians. As Morgan's magic grows stronger, they begin losing grip over their sanity and become more and more fierce, while their body turns them into part of the wilds. At the end of their lives, they return to the forest, where they disintegrate into a pile of leaves and dirt, feeding the cycle of life and death.

Restorative Anatomy

Starting at 3rd level, your body becomes corrupted by a magical symbiote, turning your skin green and enhancing your restoration.

As a bonus action, if you've taken damage since the end of your last turn, you regain hit points equal to half your Constitution modifier (minimum of 1) + your proficiency bonus. You can't gain more hit points than the damage you've taken since the end of your last turn when using this feature.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Bulbous Brute

Also at 3rd level, your body contorts and becomes bulbous. You gain the following features:

- **Tree-knotted Skin.** If a creature you can see within 10 feet of you hits you with an attack roll, you can use your reaction to make a grapple attack against it by causing your skin to turn into tree knots around it.

- **Barked Fists.** Your fists turn into calloused hammers. They become a magical natural weapon, which deals 1d8 bludgeoning damage. They count as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal. In addition, any creature damaged by the fists has its movement speed reduced by 10 feet.

Roots and Branches

When you reach the 6th level, your body has become one with the corrupted nature, filled with spikes and branches. The first time you are brought below half of your maximum hit points, and the first time you are brought to 0 hit points, spikes emerge from you in a 30-foot radius. The area becomes difficult terrain for the duration for all creatures but yourself and any number of creatures you choose. When a creature moves into or within the area, you can cause it to take 1d4 piercing damage for every 5 feet it travels.

Cycle of Rebirth

At the 10th level, you've learned to harness the wild's control over you. Though it may slowly turn you into a plant, you can use it to also restore life, not just destroy it. You learn the *plant growth*, *revivify* and *speak with plants* spells. You may cast them once each without requiring spell slots. When cast in this way, you must expend 30 hit points to cast the spell.

After using this feature, you can't regain hit points from your Restorative Anatomy feature for the next minute.

Soul of the Forest

Starting at 14th level, you can channel all the energy of the curse into your body, so that it no longer resembles that of a humanoid whatsoever. When entering your rage, you may choose to enter a transformation, which lasts until the end of your rage. Vines sprout from your mouth, your hair turns to leaves and your arms grow long. While transformed in this way, you gain the following benefits:

- The range of your Bark Fists increases to 30 feet and any successful attack with them also grapples the target.
- Your Tree-knotted Skin does not require a reaction.
- Your Restorative Anatomy restores double the hit points rolled and can any amount, regardless of the damage taken.

Once you've used this feature, you can't do so again until you finish a long rest.



CLERIC: LOYALTY DOMAIN

Within Arthurian myth, few traits are as heralded as loyalty. When Morgan's charms weaken ordinary men, and Mordred's work sows discord, those who can find devotion within their hearts are the ones who shall receive God's blessing. As such, clerics of the Loyalty Domain strive to ensure that the good do not lose faith and remain bonded forever.

Domain Spells

You gain domain spells at the cleric levels listed in the Loyalty Domain Spells table. See the Divine Domain class feature for how domain spells work.

Loyalty Domain Spells

1st level	<i>bless, heroism</i>
3rd level	<i>aid, zone of truth</i>
5th level	<i>mass healing word, spirit guardians</i>
7th level	<i>freedom of movement, resilient sphere</i>
9th level	<i>greater restoration, mass cure wounds</i>

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor and shields.

In The Fray

Also starting at 1st level, your mind has become your sanctuary, helping you stave off any doubts and helping steady yourself and close to you. Whenever you cast a spell of 1st level or higher with a range of touch, you gain a bonus to your AC equal to half your Wisdom modifier rounded up (minimum of 1) until the start of your next turn.

In addition, you have advantage on saving throws against the charmed and frightened conditions.



Art by Warmtail

Channel Divinity: Stand United

Starting at 2nd level, you can use your Channel Divinity to bring people together in times of need.

As an action, you can choose a number of creatures equal to your Wisdom modifier (minimum of 1) within 60 feet. Each creature gains temporary hit points equal to your Wisdom modifier + your Proficiency bonus, and can use its reaction to move up to its full movement without triggering attacks of opportunity. When moving this way, it must end its movement closer to you than when it started moving.



Never Waver

Beginning at 6th level, your loyalty is inspiring to those around you, aiding them in pushing forth, no matter how hard the battle is. If a creature within 5 feet of you is brought to 0 hit points, you can expend your reaction to grant them healing equal to 1d6 + your Wisdom modifier. The healing increases to 2d6 when you reach the 14th level.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Potent Spellcasting

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

We Are One

Starting at 17th level, the loyalty of you and those around you runs deeper than blood, thus turning you all into one through an ancient ritual. At the end of a long rest, you may choose a number of creatures equal to your Wisdom modifier (minimum of 1).

All creatures now share a collective pool of hit points equal to their maximum hit points combined. This pool functions as their hit points would normally, meaning they do not lose consciousness unless the pool reaches 0 hit points. They must all make concentration checks when they take damage. Whenever an ability or effect would heal or damage multiple creatures that share the same hit point pool, the healing or damage is added separately for each creature that is affected by it.

Once you've used this ability, you can't use it again for 10 days.



DRUID: CIRCLE OF THE LOCH

Nothing frightens the people of Camelot more than the lochs. Mordred's raids may harm them, and Morgan Le Fay may drive them insane, but the lochs are a threat beyond comprehension. There are beings beneath it all that one cannot fully comprehend. The Loch Ness Monster and its ilk, shrouded in fog and mystery, will forever haunt the people because they will never be fully understood.

The Loch's Druids are here to keep this fear alive, but they would not consider themselves evil. Rather, they maintain the equilibrium. If children did not fear the loch, they would drown in it. Adults' fishing would never end if they did not fear what lies beneath. Harmony is achieved in this manner, albeit by force.

Loch's Mists

Starting at 2nd level, you can summon up the mists above the loch, tapping into people's fear of the unseen. As a bonus action, you can expend one use of your Wild Shape, and instead of transforming, you summon the Loch's Mists within a 15-foot radius sphere centered on you. The mist moves with you, remaining centered on you and making its area heavily obscured. You and each creature within 5 feet of you see normally within the mist. This mist lasts for 10 minutes, spreads around corners, and cannot be dispersed unless you choose to end this effect (no action required).

In addition, whenever you damage a creature outside the mists, it must succeed on a Wisdom saving throw against your spell save DC or become frightened for 1 minute. It can repeat the saving throw at the end of each its turns, ending the effect on a success. On a successful save a creature is immune to this effect for 24 hours.

From the Depths

Also at 2nd level, you gain a swimming speed equal to your movement speed and can breathe underwater, as you learn to navigate the lochs without issue.

Shroud of the Shore

By the 6th level, you've learned to use the mists to travel to previously inaccessible locations. You and a number of creatures equal to your Wisdom modifier (minimum of 1) within the Loch's Mists have their movement speed increased by 10 feet and can walk on liquid surfaces as if they were solid ground.



Return Below

At 10th level, you can emerge from hiding to defend those around you. While you have your Loch's Mists summoned, whenever an ally within 90 feet of you takes damage, you can use your reaction to drag them within the Mists, reducing the damage by 1d8 + your Wisdom modifier and bringing them within 5 feet of you.

Soul of the Loch

By the 14th level, you've learned to become one with the loch's fog. When you summon Loch's Mists, you may turn into a swirl of mist yourself as part of the same bonus action. While in this form, you have a flying speed of 40, can enter and occupy the space of other creatures, and can pass through small holes, narrow openings, and even mere cracks. Additionally, you have advantage on Strength and Dexterity saving throws.

While in this form, you can't talk, manipulate objects, or cast spells with verbal components. On subsequent turns, you can switch in and out of this form as an action.



FIGHTER: THE SQUIRE

Behind every legendary warrior is a loyal and unwavering squire. Unsung heroes of fabled tales, they patch armor, lift spirits and do everything they possibly can to help their liege survive - and win - their battles. Although history is not kind to their plight, they are as crucial as the knights and kings they have served.

Armor Caretaker

Starting at 3rd level, You gain proficiency with smith's tools. If you are already proficient with them, you gain proficiency with one set of artisan's tools of your choice. Your proficiency bonus is doubled for any ability check you make that uses smith's tools.

In addition, you may aid creatures in donning their armor. While you aid a creature in this way, the time to don an armor is reduced in half. If you help a creature don their armor in this way, you may give the armor a +1 bonus to AC until the next dawn. The bonus increases when you reach certain levels in this class, increasing to +2 at 13th and +3 at 18th level.

Once you use this feature, you can't use it again until you finish a long rest.

Retainer's Vow

Also at 3rd level, You swear your life to your liege and promise to stand by their side, always.

When you gain this feature, you must choose one creature you are familiar with, pledging your life to them. You can only change this vow if your previous master perishes dies. While you are within 60 feet of your liege, you gain the following benefits:

Emboldened Spirit. You may add a 1d4 bonus to your weapon damage rolls and to all ability checks in which you are proficient. This dice increases to a d6 at 10th level and to a d8 at 18th level.

Joined Life. When your liege is targeted with an attack, but before the attack hits or misses, you may use your reaction to move up to half your speed towards the creature. If you finish this movement with 5 feet of your liege, you may become the target of the attack instead of it.

Watchful Disposition. You cannot be surprised and have advantage on all Wisdom (Perception) checks to locate hidden creatures.

Experienced Sidekick

At 7th level, you have spent enough time with the blades of knights to have mastered your craft. At the end of a long rest, you may choose a single melee weapon, magical or non-magical. The weapon gains a +1 bonus to all attack and damage rolls. This benefit lasts until the end of your next long rest. The bonus increases when you reach certain levels in this class, increasing to +2 at 10th and +3 at 18th level. Once you use this feature, you can't use it again until you finish a long rest.

Bolster

At 10th level your vow bolsters your resilience - if enemies want to get to your liege, they'll have to go through your first. Your Emboldened Spirit ability now also applies to all Strength, Dexterity and Constitution saving throws you make.

Reciprocity

At 15th level, your fervent ardor leaves all in awe, even lifting the spirits of those you serve. Your liege also gain the benefits of your Emboldened Spirit and Watchful Disposition abilities while within 60 feet of you.





Art by Warmtail

PALADIN: OATH OF INSURRECTION

Blessed by the hand of Mordred, the Black Knight, himself, the paladins that take the Oath of Insurrection are Camelot's greatest enemies. Through their dark magics and vile tenets, they become dark mirrors to the Knights of the Round Table - whenever they forge new bonds, cracks form with the arrival of these paladins. Whether it be through combat or scheming in the court, they are harbingers of doom. There are no lofty ideals nor bonds of kinship, only power rules - might makes right.

Tenets of Insurrection

Remove the Chosen. Holy leaders are weaklings unfit to rule the land. You must remove them, assert your power and conquer all.

Segregate and Isolate. Those who depend on their community are a plague. You have to keep them separate so that they learn to live alone.

Forsake Tradition. Familial bonds and traditions are shackles that old society together. Take advantage of those who respect them to bring about their downfall.

Oath Spells

Starting at 3rd level, you gain oath spells at the paladin levels listed in the Oath of Insurrection Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of Insurrection Spells

3rd level	<i>bane, disguise self</i>
5th level	<i>hold person, ray of enfeeblement</i>
9th level	<i>bestow curse, meld into stone</i>
13th level	<i>phantasmal killer, secret chest</i>
17th level	<i>contagion, dominate person</i>



Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Cause Division. You can use your Channel Divinity to plant paranoia amongst creatures. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of its allies and must spend its movement next turn moving as far as possible from them. It cannot willingly move closer to them for 1 minute. A creature under this effect can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Sudden Betrayal. You can use your Channel Divinity to turn friend into foe. When a creature within 5 feet of you misses you with an attack, you can use your Channel Divinity as a reaction to divert the attack. The creature must make a Wisdom saving throw. On a failure, the creature must repeat the attack against a creature of your choice within range.

Aura of Sabotage

At 7th level, your presence erases rational thought from the mind of most, after all anyone could be a traitor, a follower of Mordred. The aura extends 10 feet from you in every direction, but not through total cover.

While within the aura, creatures cannot regain hit points or target their allies with spells or abilities unless you choose to let them (no action required).

At 18th level, the range of this aura increases to 30 feet.

Bane of Togetherness

At 15th level, whenever you damage a creature with a melee attack, you can choose to have to make a vicious hit and cause the attack to sneak onto a second target within 5 feet. You must roll separately to hit this second creature. If successful, the attack deals damage equal to your Charisma modifier + your paladin level.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Kingslayer

You've trained your entire life to topple kingdoms, and now you have the strength to do so. At level 20 you can channel all your powers, becoming your final form. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- You have advantage on all attacks against creatures with a higher armor class than you.
- You have unlimited uses of your Bane of Togetherness feature.
- Creatures with maximum hit points lower than your maximum hit points cannot target you with attacks or abilities.
- Whenever a creature within your Aura of Sabotage becomes the target of a spell or ability from outside the aura, you learn the spell or ability's effects. You may use your reaction to become the new target instead.



RANGER: RELIC KEEPER CONCLAVE

The lands of Camelot are ripe with treasure. Those trained enough to see it can spot it immediately, whether it be the plethora of mystical swords or tomes with stories that come to life. The Relic Keeper Conclave is in charge of caring for these relics. Sometimes, caring for them means hiding them as best as possible, while other times, it means finding them and using them for good.

Relic Keeper Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Relic Keeper Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

3rd level	<i>identify</i>
5th level	<i>arcane lock</i>
9th level	<i>remove curse</i>
13th level	<i>secret chest</i>
17th level	<i>legend lore</i>

Expert Curator

Starting at 3rd level, you've developed an eye for ancient relics and vast knowledge of antiquity. You gain proficiency in the History skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Arcana or Religion.

Your proficiency bonus is doubled for any ability check you make that uses History. You receive this benefit regardless of the skill proficiency you gain from this feature.

Heirloom Trove

Also at 3rd level, you're capable of harnessing more power from the magic you carry. Whenever you hit a creature with a weapon attack, you can add additional damage of the weapon's type, based on the number of different magical items you have in your possession. You deal an extra 1d4 for one item, 1d6 for three items, 1d8 for five items, 1d10 for eight items, and 1d12 for 10 items. You can deal this extra damage only once per turn.

Additionally, you can attune and remove attunement from your magical items as an action.

Art by Grandfailure

GM NOTE: Duplicate Items do not count twice for your Heirloom Trove trait. For example beads of force count as a single item, even if you are holding multiple beads.



Curio Collector

Starting at 7th level, you can sense the location of magical items around you, regardless of how well-hidden they are. You know the exact location of all magical items within a 30-foot radius centered on you.

In addition, as a bonus action, you can make a number of magical object equal to your Wisdom modifier (minimum of 1) within this radius shed bright light in a 10-foot radius for 1 minute. While glowing in this way, the objects cannot be teleported or be invisible, and attacks against a creature holding such an object are made at advantage.

Once you've used this bonus action, you can't do so again until you finish a long rest.

Heirloom Master

By the 11th level, you've mastered the power of your magical items. You can now attune and end attunement from your magical items as a bonus action and can apply the extra damage from your Heirloom Trove up to twice per turn on your turn.

In addition, you can't be disarmed of magical items, and they can only be taken or stolen from you if you are conscious.

Keeper's Denial

At the 15th level, you've learned how to pinpoint a magical item's properties and disable it, giving you just enough time to contain it. Whenever you make a successful weapon attack, you can choose to cast *dispel magic* as part of that attack. The spell is cast at its lowest level, but does not require a spell slot nor components. If the spell is successful against an item, and you have a free hand, the item is teleported to it.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.



ROGUE - WOODLAND PRANKSTER

What fools these mortals be! But you are no mere mortal. You are a woodland prankster, a rogue that has stepped into the enchanted wilds of Camelot and returned to society with powers borrowed from the faerie courts that rule said wilds. Now, filled to the brim with a want for mischief, your main goal is to sow discord, stir temptation and be a nuisance to all wrongdoers - and perhaps even some people who just annoy you.

Spiteful Prankster

Starting at 3rd level, the whimsical magic of the woodlands flows within you. This is represented by your Whimsy Dice, which are d4s. You have a number of these dice equal to your proficiency bonus, and they fuel various magical pranks you can perform.

Your pranks expend Whimsy dice they use, as specified in their descriptions, and you can't use a prank if it requires you to use a die when all your dice are expended. You regain all your Whimsy dice when you finish a long rest.

When you reach certain levels in this class, the size of your Whimsy dice increases: at 5th level (d6), 11th level (d8), and 17th level (d10). The pranks below use your Whimsy dice.

- **Changeling.** As an action, you may roll any number of Whimsy dice and add up the results, then choose a number of creatures equal to the total. All willing creatures chosen can transform into a horse, goat, cat, dog, or rat as per the polymorph spell. This transformation lasts up to 1 minute.

- **To Sleep, Perchance to Dream.** As a bonus action, you may roll any number of Whimsy dice and add up the results, infusing your weapon with fey magic. Your next successful weapon attack deals extra damage equal to the number rolled. If a creature is below half of its maximum hit points after this damage, it must make a Constitution saving throw (DC = 8 + your Proficiency bonus + your Charisma modifier). On a failure, it falls unconscious until the end of its next turn, it takes damage, or someone uses an action to shake or slap the it awake. Undead and creatures immune to being charmed aren't affected by this feature.



• **The More, the Merrier.** As an action, you may roll any number of Whimsy dice and add up the results. You create a number of illusory copies of yourself equal to the total. Each copy appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move each copy up to 30 feet to a space you can see, but it must remain within 120 feet of you. They look identical to you, echo your voice and take the same actions you do and, if you attack a creature which does not know which one is the real you, you get the benefits of your Sneak Attack. To tell which one is the real you, a creature must spend its action to make a Intelligence (Investigation) check (DC = 8 + your Proficiency bonus + your Charisma modifier). On a success, it discerns the real you and cannot be tricked by the clones until you use your action to summon new ones.

Cover The Tracks

Also at 3rd level, you learn the pass without trace spell. You may cast this spell without requiring a spell slot. Once you've used this feature, you can't do so again until you finish a short or long rest.

Foolish Trade

At 9th level, you've unlocked a special bit of faerie magic, allowing you to turn vicious weapons and strong armors into worthless tools. You gain access to the following prank:

• **Deglamer.** As an action, you may roll any number of Whimsy dice and add up the result. Choose an object within 30 feet of you. If the object is being worn or carried, the creature can make a Charisma saving throw (DC = 8 + your Proficiency bonus + your Charisma modifier) to resist the effect. On a failure, or if the object is not worn or carried, it turns into a vegetable and drops to the ground for a number of turns equal to the number rolled on your Whimsy dice. While in this form, it cannot be damaged or destroyed, although it looks like a normal vegetable. If a creature is carrying the vegetable at the end of their turn, it can repeat the saving throw, ending the effect on a success.

Goodfellow

Starting at 13th level, the Woodland grants you a gift to enhance your pranks. You gain a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

In addition, while you have at least one illusory copy within 30 feet of you, you may use your bonus action to switch places with any of your copies. After using this feature, creatures which have discerned the real you no longer know which one is the real you.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Bewitching Mirth

When you reach the 17th level, you've learned how to corrupt the will of a creature, turning it into a servant of merriment same as you are. You learn the dominate monster spell, but can only cast it on unconscious creatures. When casting the spell in this way, you may expend any number of Whimsy dice and add up the results. If the total number rolled is higher than the creature's CR, it automatically fails the saving throw to resist the spell. On a failure, the creature awakens and its head turns into that of a donkey, in addition to the effects of the spell.

Once you've used this feature, you can't do so again until you finish a long rest.



WARLOCK: LADY OF OF THE LAKE

Throughout Arthurian legend, few entities help knights as much as the Lady of the Lake. Whether it be as Lancelot's guardian, Merlin's lover, or the one to carry a wounded Arthur to battle, the Lady of the Lake is a creature of pure empathy. She was the keeper of Excalibur, the creator of powerful enchantments, and one of the most trustworthy allies to Camelot. As such, warlocks blessed by the Lady of the Lake fight in the front lines, diverting magics and protecting their allies.

Enchanter of the Depths

As a first sign of good will, the Lady of the Lake passes on to you her knowledge and mastery with magical items. At 1st level, you gain proficiency in shields and martial weapons, and learn the identify spell. For you, its casting time is an action, and you may cast it without requiring a spell slot.

Additionally, you can attune to one additional magic item, if this item possesses a Curse, you can ignore it.

Expanded Spell List

The Lady of the Lake lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

1st level	<i>cure wounds, faerie fire</i>
2nd level	<i>branding smite, lesser restoration</i>
3rd level	<i>beacon of hope, protection from energy</i>
4th level	<i>death ward, staggering smite</i>
5th level	<i>antlifelife shell, banishing smite</i>

Art by Дмупруй



Aspects of the Loch

Also at 1st level, the presence of the Lady always watches over you, turning you into a bastion of defense. As a bonus action, you can channel the Aspects of the Loch, granting you the following benefits for the next 10 minutes:

- **Armor of the Loch.** You gain a bonus to your Armor Class equal to your Charisma modifier if you are not wearing medium or heavy armor.
- **Bulwark of the Loch.** When you damage a creature with a melee weapon, its movement speed is reduced by 10 feet and it has disadvantage on all attacks on creatures other than you until the start of your next turn.
- **Crown of the Loch.** At the start of your turn, if you are standing within 10 feet of a hostile creature of CR ½ or higher, you gain temporary hit points equal to your Charisma modifier + half your Warlock level.

You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Blessed Relic

At 6th level, as your legend grows and stories of you spread, the Lady blesses another item it has given you. You gain one of the following features, based on your Pact Boon:

- **Pact of the Blade.** You've become experienced with your blade, using it to both attack and keep you safe. When you are hit with an attack, you may use your reaction to deflect the hit. You gain a bonus to your AC equal to your Charisma modifier until the start of your next turn.
- **Pact of the Chain.** The bond between you and your companion has grown, allowing you to aid each other in battle. If you are forced to make a saving throw and your companion isn't, you may use your reaction to gain advantage on that saving throw.
- **Pact of the Tome.** Your tome becomes filled with words that can mend flesh and mind. When you or a creature within 10 feet of you falls to 0 hit points, you may use your reaction to make them regain hit points equal to your Charisma modifier.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Bane of Togetherness

Starting at 10th level, the enchantments the Lady has placed onto your relics grow stronger. Once per round, you can use your Blessed Relic without using a reaction, although you still expend one use of it.

In addition, while in your Aspect of the Loch, you gain the following benefits:

- **Cape of the Loch.** As a bonus action, you can teleport up to 15 feet in any direction.
- **Greaves of the Loch.** Your movement speed cannot be lowered and you ignore both nonmagical and magical difficult terrain.

Relicmaster

At 14th level, your mastery over the Lady's enchanted items is now unmatched. You can choose a second Pact Boon. You also gain that Pact Boon's Blessed Relic ability.





Art by Kalleck

WIZARD: EYE OF MERLIN

Trained in magic and espionage, the Eyes of Merlin are Camelot's first line of defense, even though few know of their existence. They are the first to act in matters of great danger and report directly to the Grand Wizard, using both divination and instinct to ensure the safety of the land.

Prevention

When you join this school at the 2nd level, you learn that the way to end problems is to prevent them from ever happening. When initiative is rolled, you know the exact roll of every creature you can see. In addition, you can reroll your initiative, choosing either of the two results.

Warn the Kingdom

Also at 2nd level, you've become an adept protector of those in danger, warning against threats you've already identified. As a bonus action, you can grant a creature advantage on saving throws against spells and abilities of any creature that you've damaged or that has damaged you since the end of your last turn. This benefit lasts until the start of your next turn.

You can use this ability a number of times equal to your Intelligence modifier (minimum of 1) before you must complete a long rest.

Inquisitive Magecraft

At 6th level, a creature's failure to resist your abilities tells you something about it. Whenever you successfully hit a creature with a spell attack or a creature fails a saving throw against one of your spells, you can choose to learn one of the following characteristics about it:

- Any ability score
- One proficiency (if any)
- Its highest spell level (if any)
- A spell it can cast (if any)

You can use this ability a number of times equal to your Intelligence modifier (minimum of 1) and regain all uses after completing a short or long rest.



Codebreaker

Also at the 6th level, you've gained an insight into secret codes, being able to decipher phrases, not just people. You learn Thieves Cant and three other languages of your choice, and you have advantage on checks to break codes and solve riddles.

Waiting Game

Starting at 10th level, you've learned to bide your time and counteract what is laid out in front of you. If you hold your action to cast a spell, you can choose up to three spells to hold. Once the held action is triggered, you can choose which of the three spells you cast and at which level. You must declare which spells and at what level you are holding them.

If you don't release any of the spells with your reaction before the start of your next turn, the lowest level spell slot you are readying is lost. If one of the held spells is a cantrip, no spell slot is consumed.

In addition, you gain a +2 to your AC and Intelligence, Charisma, and Wisdom saving throws while holding an action.

Exact Action

At the 14th level, you know the exact moment to strike. After rolling initiative, you may exchange initiative rolls between you and any other willing creature. If the exchange puts you lower in initiative order, your movement speed is doubled during the first round of combat.



SPELLS



CROWN SPELLS

NOTE - Crown of Camelot:

The Crown of Camelot is a new mechanic introduced with this compendium. A famous card game's monarch mechanic served as the inspiration for it.

Crown of Camelot

A crown of light floats 2 inches above your head, shining bright light in a 5-foot radius centered on you and dim light for another 5 feet. At the start of your turn, if you are in possession of the crown, you ignore resistance to one damage type of your choice until the end of your next turn and gain 1d8 temporary hit points, which last until the start of your next turn.

If you damage a creature in possession of the crown or if an effect from an item or spell tells you, you gain possession of the crown.

There can never be more than one crown in the encounter.

King's Contempt

1st-level conjuration (*cleric, paladin, wizard*)

Casting Time: 1 action

Range: 90 feet (10-foot square)

Components: S, M (a crown worth at least 20 gold)

Duration: Concentration, up to 1 minute

When you cast this spell, if there isn't a Crown of Camelot in the encounter, summon it. You gain possession of the Crown of Camelot.

Your ruling power allows you to summon spectral chains in a 10-foot square within range. All creatures within the area must make a Strength saving throw or be restrained by the chains. A creature restrained by the chains can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

For the duration of the spell, if you are in possession of the crown, Strength checks to break out of the chains automatically fail.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the area increases by 10 feet for each spell level above the 1st.

Embercrown

2nd-level evocation (*cleric, paladin, sorcerer, wizard*)

Casting Time: 1 action

Range: Self (15-foot sphere)

Components: S, M (a crown worth at least 20 gold)

Duration: Concentration, up to 1 minute

When you cast this spell, if there isn't a Crown of Camelot in the encounter, summon it. You gain possession of the Crown of Camelot.

You tap into fiery powers and explode with monarchic force. All creatures within a 15-foot sphere around you must make a Dexterity saving throw. On a failed save, they take 3d6 fire damage. On a success, they take half damage.

For the duration of the spell, if you are in possession of the crown, whenever an attack misses you, the attacker takes 1d6 fire damage.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d6 for each slot level above 2nd.



Art by Warmtail



Usurper's Will

5th-level enchantment (*paladin, sorcerer, warlock, wizard*)

Casting Time: 1 bonus action

Range: Touch

Components: S, M (a golden knife stained with the blood of a deceased king)

Duration: Concentration, up to 1 minute

When you cast this spell, if there isn't a Crown of Camelot in the encounter, summon it. Choose a creature within 60 feet to gain possession of the Crown of Camelot.

A creature of your choice becomes enveloped by the will for a crown they can never have. Choose a creature within range that does not have the crown. They must make a Charisma saving throw (they can choose to fail). For the duration of the spell, they gain the following effects:

- They cannot gain possession of the crown.
- They have disadvantage on attacks against creatures other than the creature who has the crown.
- They have resistance to damage dealt by the creature who has the crown.
- Any damage they deal to the creature who has the crown is doubled.

Crown of Thorns

9th-level enchantment (*cleric, warlock*)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a crown of thorns blessed by an angel, demon or devil, which the spell consumes)

Duration: Until dispelled

With immense holy or unholy power, you curse a creature to wear a crown of thorns that will bring endless harm upon them. Choose a creature within range who has possession of the Crown of Camelot. It must make a Charisma saving throw. On a success, they take 8d10 necrotic damage. On a failure, the crown adorns their head, cursing them until they die or until the spell is dispelled.

While cursed in this way, cannot lose possession of the crown, have vulnerability to all damage, have disadvantage on all Strength and Constitution saving throws, cannot commune with any deities or fiends. When they drop to 0 hit points, they die and cannot be resurrected by any means short of a wish spell.



SPELLS

1st Level

Forgiveness

1st-level evocation (bard, cleric, paladin)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You touch a troubled creature's soul and grant it forgiveness for its crimes. If the creature is charmed or frightened, it can use its reaction to repeat the saving throw with advantage for the effect, ending it on a success. If it succeeds, it gains 1d6 temporary hit points.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above the 1st.

2nd Level

Cautionary Tale

2nd-level enchantment (bard, cleric, paladin)

Casting Time: 1 action
Range: 30 feet
Components: S, M (a book of tales)
Duration: 1 Minute

You mention a tale of great danger, warning those around you to be wary of what might come. Choose a number of creatures up to your Spellcasting Modifier (minimum of 1). For the next minute, they have advantage on initiative rolls and Wisdom (Perception) checks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Duelist's Blessing

2nd-level enchantment (bard, cleric, paladin)

Casting Time: 1 bonus action
Range: Touch
Components: S, M (any melee weapon, golden flakes worth 20 gold)
Duration: Concentration, up to 1 minute

You cover a weapon with golden flakes, emboldening its wielder to be on guard. For the next minute, when the weapon's wielder is targeted by a melee attack, they can use their reaction to add +3 to their AC until the start of their next turn.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional weapon for each slot level above the 2nd.

Faerie's Blessing

2nd-level enchantment (bard, druid, ranger)

Casting Time: 1 bonus action
Range: Touch
Components: S, M (any melee weapon, faerie dust worth 20 gold)
Duration: Concentration, up to 1 minute

You touch a weapon with faerie dust, giving it a burst of anima to carry it into the air. For the next minute, the weapon's reach becomes 60 feet, but it remains a melee weapon. When a creature attacks with it, the weapon flies forward towards the target to make the attack, then returns to its wielder.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional weapon for each slot level above the 2nd.

Fleetfoot Blessing

2nd-level enchantment (bard, sorcerer, warlock, wizard)

Casting Time: 1 bonus action
Range: Touch
Components: S, M (any melee weapon, an enchanted rabbit's foot worth 30 gold)
Duration: Concentration, up to 1 minute

You touch a weapon and imbue it with quickness and unmatched nimbleness. For the next minute, if a creature has dealt damage with the weapon since the start of its turn, it can use the dash or disengage actions as a bonus action.



Le Fay's Broken Bond

2nd-level enchantment (*bard, sorcerer, warlock, wizard*)

Casting Time: 1 Action

Range: 120 feet **Components:** V, S,

Duration: Concentration, up to 1 minute

You distort the memories of one creature you can see and force it to make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, you may choose one ally the creature can see. That ally turns from friend to hated foe. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

On each of its turns, the affected creature must use its action to target the foe with an attack, spell, or harmful ability. If the foe provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

3rd Level

Le Fay's Undead Mastery

3rd-level necromancy (*sorcerer, warlock, wizard*)

Casting Time: 1 action **Range:** 60 feet

Components: V, S, M (a skull with a ruby eye worth at least 30 gold)

Duration: 1 Minute

You empower the dead around you, emboldening them and leading them on. Up to six creatures you choose within range regain gain 3d10 temporary hit points and become empowered. While empowered in this way, their attack deal an additional 1d10 psychic damage, they become immune to being turned and have advantage on all saving throws against spells and other magical effects.

If you choose an undead creature you do not currently have control over and its CR is equal to or smaller than your total levels, it must make Wisdom

saving throw. On a failure, it follows your commands for the duration of the spell or until it is attacked by one of your allies. It does not follow commands that are obviously harmful to it, such as setting itself on fire or hitting itself, but does fight for you. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial hit points increase by 1d10 for each spell level above the 3rd.

Mark of Leadership

3rd-level enchantment (*cleric, paladin*)

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You embolden a creature with the mark of leadership, a flowing red cap appearing on their back. Choose a creature within range. It must make a Charisma saving throw (which it can choose to fail). On a failure, the creature is marked. While marked, the creature is immune to the charmed, frightened and grappled conditions, shines bright light in a 20-foot radius, and dim light for another 20 feet. Creatures that see the target may spend 5 feet of movement to move 10 feet in a direct line toward the marked creature.



Poison the Cup

3rd-level evocation (*bard, cleric, warlock*)

Casting Time: 1 Reaction **Range:** 60 feet

Components: S, M (a vial of poison)

Duration: Instantaneous

As a reaction to a creature regaining hit points by magical means within range, you alter the magic, turning it into more suffering. Instead of regaining hit points, the creature takes poison damage equal to the hit points it would have regained.

At higher levels: When you cast this spell using a slot of 4th level or higher, you may choose another target for each spell level above the 3rd.

Snakebite

3rd-level conjuration (*druid, ranger, wizard*)

Casting Time: 1 action

Range: 30 feet

Components: S, M (a serpent's fang)

Duration: Concentration, up to 1 minute

You conjure up the spirit of a snake and lash out at a creature within range. Make a melee spell attack against one creature within range. On a hit, the creature takes 5d12 poison damage and must succeed on a Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above the 3rd.

4th Level

Aura of Kinship

4th-level abjuration (*cleric, paladin*)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V,

Duration: Concentration, up to 1 minute

A brotherly energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Whenever an ally is damaged while within the aura, you may use your reaction to prevent that damage. If you do, the damage is instead divided evenly between you, the target, and any number of willing creatures within the aura.

Herd the Flock

4th-level enchantment (*cleric, druid, paladin*)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

With the same authority that a shepherd calls his sheep back to him, you beckon your allies towards you. Choose a number of creatures up to your Spellcasting Modifier (minimum of 1). You move all willing creatures up to 90 feet towards you in a straight line. This movement does not cause attacks of opportunity.



King's Court

4th-level evocation (cleric, paladin, wizard)

Casting Time: 1 action

Range: Self (30-foot Radius)

Components: V, M (a crown worth at least 100 gold)

Duration: Concentration, up to 1 minute

When you cast this spell, if there isn't a Crown of Camelot in the encounter, summon it. You gain possession of the Crown of Camelot.

You adorn yourself with a crown and can now bestow titles upon those around you. When you cast this spell and at the start of your turn, if you have possession of the Crown of Camelot, choose a creature within 30 feet to gain one of the following benefits:

- **Guardmaster.** For the duration of the spell, the creature always knows your exact location. As a reaction to you being hit with an attack, if the creature is within 5 feet of you, it can choose to become the target of the attack instead.

- **Spymaster.** For the duration of the spell, the creature has advantage on Dexterity (Stealth) checks and Dexterity saving throws.

- **Faithmaster.** For the duration of the spell, if the creature casts a spell or uses an ability that restores hit points, that spell or ability restores double the hit points.

- **Lawmaster.** For the duration of the spell, the creature's melee weapon attacks reduce the speed of the target hit to 0.

- **Trademaster.** For the duration of the spell, the creature's movement speed is increased by 15 feet and cannot be reduced in any way. The creature also ignores difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 5th level, you can maintain your concentration on the spell for up to 10 minutes. When you use a spell slot of 6th level or higher, you can maintain your concentration on the spell for up to 1 hour

Le Fay's Seed of Discord

4th-level evocation (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S **Duration:** Instantaneous

You utter dark words, which seep paranoia into the souls of those surrounded by allies. Choose a creature within range. They must make a Wisdom saving throw. They take 2d8 psychic damage for each creature they would consider an ally within 30 feet of them on a failure and half damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage taken for each ally increases by 1d8 for each spell level above the 4th.

Art by Warmtail



5th Level

Conjure Corpses

5th-level necromancy (cleric, warlock, wizard)

Casting Time: 1 Action

Range: 15 feet

Components: V, S, M (a cauldron and three vials of child's blood)

Duration: Concentration, 1 hour

Using up your necromantic knowledge, you conjure up the corpses of otherworldly creatures, either as a means of intimidation or to raise as your thralls. They appear on a point within range

Choose one of the following options for what appears:

- The corpse of a creature of challenge rating 5 or lower
- The corpses of two creatures of challenge rating 3 or lower
- The corpses of five creatures of challenge rating 1 or lower

The corpses can be aberrations, beasts, celestials, dragons, fey, fiends, giants, or monstrosities. You can choose which corpses appear or have your GM choose for you.

Each creature is considered Undead, cannot cast spells, and is friendly to you and your companions. They share your initiative but take their turn immediately after you. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions.

While on the ground, the spaces the corpses occupy are considered difficult terrain.

At higher levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, causing more corpses to appear: twice as many with a 7th-level slot and three times as many with a 9th-level slot.

Ragefilled Blessing

5th-level enchantment (bard, sorcerer, warlock, wizard)

Casting Time: 1 bonus action

Range: Touch

Components: S, M (any melee weapon, an enchanted pepper worth 50 gold)

Duration: Concentration, up to 1 minute

You touch a weapon and imbue it with the utmost rage. For the next minute, if a creature is holding the weapon at the start of its turn, it must use its action to attack with the weapon. All attacks with the weapon deal an additional 3 damage of the weapon's type. In addition, the creature holding the weapon has resistance against nonmagical bludgeoning, piercing, and slashing damage.

At higher levels: When you cast this spell using a spell slot of 6th level or higher, you can target one additional weapon for each slot level above the 5th.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional weapon for each slot level above the 2nd.

Mass Shield

5th-level evocation (cleric, paladin, sorcerer, wizard)

Casting Time: 1 reaction (which you take when you or a creature within 10 feet of you is hit by an attack or targeted by the magic missile spell)

Range: Self (10-foot Radius)

Components: S

Duration: 1 Round

A gigantic barrier of magical force appears in a 15-foot radius around you, protecting you and your allies. Until the start of your next turn, you and all creatures you choose within 10 feet of you have a +5 bonus to AC, including against the triggering attack, and take no damage from *magic missile*.



6th Level

Le Fay's Twilight Sword

6th-level conjuration (*sorcerer, warlock, wizard*)

Casting Time: 1 bonus action **Range:** Self

Components: V, S, M (a sword)

Duration: Concentration, up to 1 minute

Using Morgan Le Fay's old enchantments, you infuse a blade with twilight magic, turning it into a magical weapon of incredible strength. If it was not already magical, the weapon becomes magical until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 4d10 necrotic damage on a hit and has the two-handed and thrown properties, but uses your spellcasting ability for its attack and damage, instead of Strength or Dexterity. In addition, while wielding the sword, you are considered heavily obscured.

After making a successful weapon attack with the sword, you may teleport up to 30 feet as part of the same attack.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each spell level above the 6th.

Lance of Mordred

6th-level conjuration (*warlock, sorcerer, wizard*)

Casting Time: 1 action

Range: 60 feet (10-foot radius)

Components: S, M (the tip of an obsidian spear)

Duration: Instantaneous

You conjure up a demonic spear and throw it towards a point that can you see 60 feet away from you. The spear flies in a 5-foot wide and 60-foot long line towards that point. All creatures in the line must succeed a Dexterity saving throw or be impaled by the spear, taking 2d6 piercing damage, and being pulled with it to the chosen point. Upon reaching its destination, the spear explodes in a 10-foot radius. All creatures within the area must make a Dexterity saving throw, taking 5d6 piercing damage on a failure and half on a success. After the explosion if multiple creatures are occupying the same space, they are shoved to the nearest empty space, in an order decided by the GM.

At higher levels: When you cast this spell using a spell slot of 6th level or higher, the initial damage increases by 1d6 for each slot level above the 5th.

7th Level

Le Fay's Kingdom Collapsing

7th-level evocation (*cleric, warlock, wizard*)

Casting Time: 1 minute

Range: 100 miles

Components: V, S **Duration:** Instantaneous

You use destructive forces to cause an entire castle or building to crumble. When you cast this spell, choose a building within range. That building takes 40d6 bludgeoning damage, as it begins to collapse and break. All of its walls break enough for creatures of size Large or smaller to walk in with ease and all its doors and gates break open.

Le Fay's Resolute Soul

7th-level necromancy (*cleric, sorcerer, warlock, wizard*)

Casting Time: 1 hour **Range:** Touch

Components: V, S, M (a golden soulcatcher worth 300 gold, which the spell consumes)

Duration: Until Dispelled

In casting the spell, you sever the tether between body and spirit, allowing the target to live past the destruction of your soul.

The first time the target would die as a result of taking any damage other than psychic, their soul instead leaves your body. The body dies as normal, the soul becomes ethereal. The target becomes a ghost, but keeps its mental statistics, proficiencies, and languages known. While in this form, it can't cast spells or use any abilities other than that of a ghost, and its hit point maximum is reduced by 1d8 at the end of every 24 hours. It may stay in this form until you reach 0 hit points, someone casts a resurrection spell on its body or until someone casts this spell again targeting a body which is either dead or willing to have the soul inhabit it.

If the target reaches 0 hit points while within this form, their soul breaks and they can only be resurrected by a true resurrection or wish spell.



8th Level

Arthurian Army

8th-level conjuration (*cleric, wizard*)

Casting Time: 1 action

Range: 60 feet (60-foot long, 15-foot wide line)

Components: V, S, M (a golden, gem-encrusted shield worth at least 1000 gold, which the spell consumes.)

Duration: Concentration, up to 10 minutes

Calling upon the spirits of the armies of old, you summon a knightly charge to your side. Choose a point you can see within range. A line of spectral knights charges in a 60-foot long, 15-foot wide line towards that point, passing through terrain, cover and other creatures. Each creature in the area must make a Dexterity saving throw. A creature takes 8d6 radiant damage on a failed save, or half as much damage on a successful one.

At the end of the charge, 5 knights and 1 priest appear. When they reach 0 hit points or the spell ends, they disappear. They are allies to you and your companions. In combat, the creatures share your initiative count, taking their turns immediately after yours. They obey your verbal commands (no action required by you). If you don't issue any, they take the dodge action and use their movement to avoid danger.

Le Fay's Gaze

8th-level divination (*sorcerer, warlock, wizard*)

Casting Time: 10 minutes **Range:** Self

Components: V, S, M (a crystal ball or deck of enchanted cards worth at least 5000 gold)

Duration: Concentration, up to 8 hours

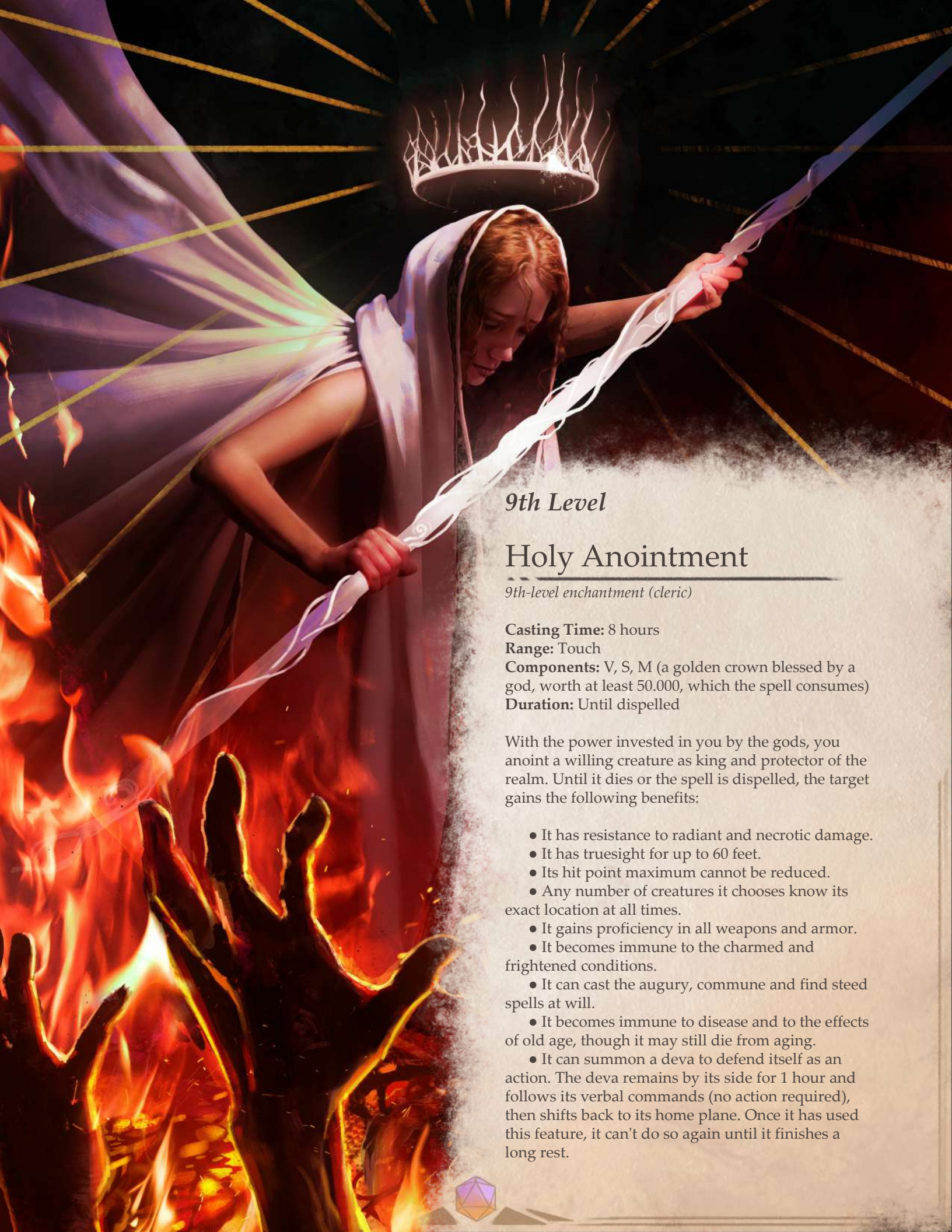
You tap into the shadowy forces of the universe, tracking a creature wherever they may be. Choose any creature you know the name of. The creature must make a Wisdom saving throw.

On a successful save, you create an invisible sensor around it, which flies around the target, always remaining within 10 feet of it for the duration of the spell. You lose awareness of your surroundings and cannot move or speak while the spell is active, but can instead see through the sensor. You can choose to end the spell as a free action, dismissing the sensor. You then can't use this spell against that creature again for 24 hours.

On a failed save, you know the target's exact location and create an invisible sensor around it, which flies around the target, always remaining within 10 feet of it for the duration of the spell. As long as you maintain concentration, you can use a bonus action to see and hear from the sensor, but can otherwise move, speak and act normally.

A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.





9th Level

Holy Anointment

9th-level enchantment (cleric)

Casting Time: 8 hours

Range: Touch

Components: V, S, M (a golden crown blessed by a god, worth at least 50,000, which the spell consumes)

Duration: Until dispelled

With the power invested in you by the gods, you anoint a willing creature as king and protector of the realm. Until it dies or the spell is dispelled, the target gains the following benefits:

- It has resistance to radiant and necrotic damage.
- It has truesight for up to 60 feet.
- Its hit point maximum cannot be reduced.
- Any number of creatures it chooses know its exact location at all times.
- It gains proficiency in all weapons and armor.
- It becomes immune to the charmed and frightened conditions.
- It can cast the augury, commune and find steed spells at will.
- It becomes immune to disease and to the effects of old age, though it may still die from aging.
- It can summon a deva to defend itself as an action. The deva remains by its side for 1 hour and follows its verbal commands (no action required), then shifts back to its home plane. Once it has used this feature, it can't do so again until it finishes a long rest.



FEATS



FEATS

Blessing of the Loch

You've uncovered the secrets of a loch and have thus received its blessing. You gain the following traits:

- You can breathe underwater for up to 1 hour.
- You have a swimming speed of 30 feet.
- While underwater, you see dim light within 60 feet of you as if it were bright light and darkness within 60 feet of you as if it were dim light.
- You learn the *invisibility* spell. You can cast this spell without expending a spell slot. Once you cast it in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast this spells using spell slots you have of the appropriate level. This spells' spellcasting ability is Intelligence, Wisdom or Charisma, choose when you pick this feat.

Eye of Merlin

The Archmage of Camelot has seen potential in you, marking you with great power. You gain the following traits:

- Your Intelligence Score increases by 1.
- You gain proficiency in the Intelligence (Arcana) check.
- You learn the *prestidigitation* spell. Intelligence is your spellcasting ability for it.
- When you finish a long rest, roll 1d12 and record the number rolled. You can add or subtract the number from any attack roll, saving throw, or ability check made by you or a creature that you can see. You must choose to do so after you roll, but before you know if the roll fails or succeeds. Once you've used this feature, you can't do so again until you finish a long rest.

Blade of Avalon

Prerequisite: A strength score of 18 or higher.

By the blessing of Arthur, you've become a sworn defender of Camelot and Avalon. You may invoke the kingdom's power as a bonus action. When you do, you receive a spectral steed, sword, and armor.

For the next minute, your Armor Class becomes 15 + your Strength modifier, your speed becomes 60 feet and you can make attacks using the spectral longsword. You are proficient with this weapon, it has the two-handed property, uses your Strength modifier for attack rolls and deals a number of d12s of damage on a hit equal to your proficiency bonus.

Once you've used this feature, you can't do so again until you finish a long rest.

Child of Le Fay

Prerequisite: neutral or evil alignment

The dreaded Morgan le Fay has bestowed her powers unto you, so that you may tear down the empire. You gain the following traits:

- Your Charisma or Dexterity modifier increases by 1.
- You gain proficiency in the Charisma (Deception) skill.
- During the first round of combat, all successful attacks you make against creatures that are charmed by you, or that consider you their ally, become critical hits.



ITEMS



CROWN ITEMS

Kingsbane Blade

Weapon (any sword), rare (requires attunement)

This weapon has a hilt in the shape of a crown, made of pure obsidian. It serves as a warning to all those in power. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Usurper. All attacks made with this weapon against creatures who have possession of the Crown of Camelot deal an additional 1d8 damage of the weapon's type.

Curse: Obsession. This blade is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times.

Whenever you start your turn within 120 feet of a creature who has possession of the Crown of Camelot, you must succeed a DC 15 Wisdom saving throw or become charmed by the crown until the end of your turn. While charmed in this way, you must spend your turn moving towards the creature with the crown and attacking them.

Art by Warmtail

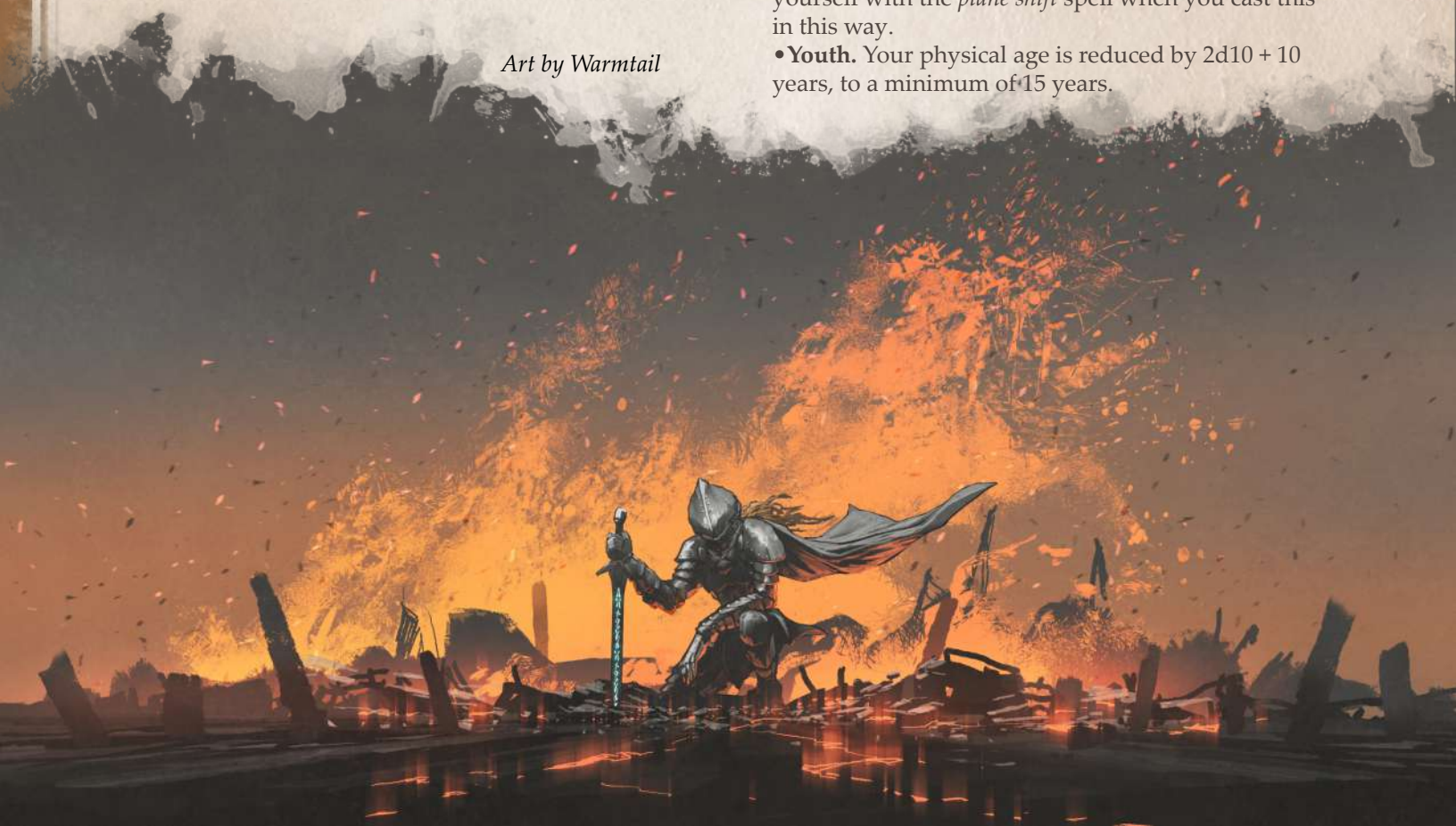
The Holy Grail

wondrous item, legendary (requires attunement by a creature with Wisdom 18 or higher)

Made of pure gold and adorned with countless gems, this grail is the most legendary treasure of the Arthurian legend. Though ordinary drinks cannot fill it, enchanted liquids appear when one utters its magical words.

The grail has 10 charges and regains 1d10 charges at the start of every year. While attuned to the grail, if you are in possession of the Crown of Camelot, you may use your action to expend 1 charge, creating a liquid you can then drink from the cup as part of the same action or gift to someone else.

- **Divine Favour.** For the next minute, your weapon attacks deal an additional 2d8 radiant damage.
- **Health.** You regain 70 hit points, are cured of all disease effecting you and end any instances of the poisoned, paralyzed or petrified conditions.
- **Immortality.** For the next minute, if you would drop to 0 hit points, you instead drop to 1 hit point. While at 1 hit point, all damage instead gives you a grievous wound, but you remain at 1 hit point.
- **Spiritual Awakening.** For the next minute, you may cast the *commune* and *plane shift* spells once, without requiring a spell slot. You may only target yourself with the *plane shift* spell when you cast this in this way.
- **Youth.** Your physical age is reduced by 2d10 + 10 years, to a minimum of 15 years.



Excalibur, Blade of Heroes

weapon (greatsword), legendary (requires attunement by a creature with a Strength score of 16 or higher and a Charisma score of 16 or higher)

The most prized treasure of Arthurian legends. Excalibur is a blade that can only be wielded by those worthy in body and in spirit. Its golden hilt mimics the heads of a chimera, its edge shines with blinding light, and its sheathe's enchantment prevents harm - a blade worthy of its legend. If one can remove it from the stone to which it is bound, the title of king shall be bestowed upon them.

Any creature that tries to wield Excalibur without attuning to it first must succeed on a DC 17 Constitution saving throw at the start of each of its turn, taking 1d10 radiant damage and become blinded for 8 hours on a failure.

While attuned, Excalibur can be wielded as a magic greatsword that grants a +3 bonus to attack and damage rolls made with it and deals an additional 1d10 radiant damage on a hit.

In addition, it has the following properties:

- **Unliftable.** This blade weighs an additional 1000 lbs for creatures that aren't attuned to it.
- **Champion's Rally.** You can cast the *compelled duel* spell at will.
- **Sheathe of Defense.** While Excalibur is not drawn, you have resistance to bludgeoning, piercing, and slashing damage.
- **Blinding Light.** When drawn, you may force each creature of your choice within 15 feet of you to make a DC 17 Constitution saving throw as an action. On a failure, they take 6d6 radiant damage and are blinded for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on a success. Once you've used this feature, you can't do so again until you finish a short or long rest.
- **Fury of Avalon.** As a bonus action, you may summon the wrath of your kingdom. For the next minute, whenever you deal damage with Excalibur, a lingering clone of light strikes right after you, dealing an amount radiant damage equal to the damage you did. Once you've used this feature, you cannot use it again until you finish a long rest.

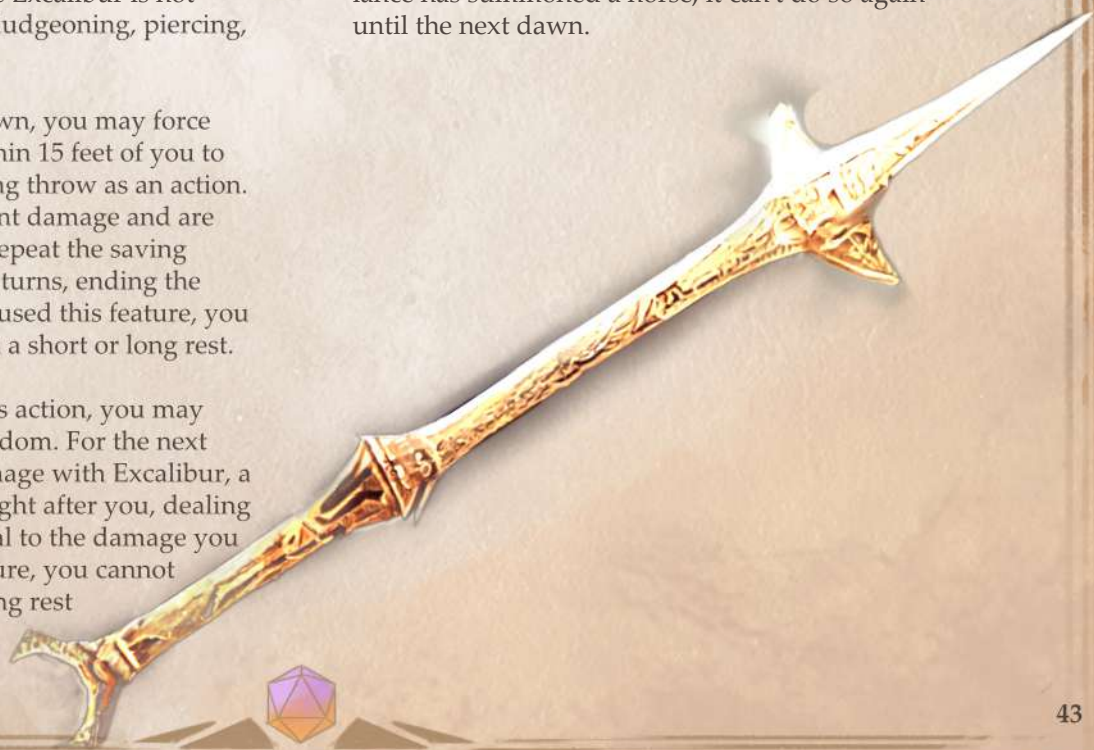


Lance of the Round Table

weapon (lance), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Additionally, while wielding it, if you move at least 15 feet in a straight line, you may summon a divine horse and mount it (no action required). The horse uses the same rules as the *find steed* spell. Once the lance has summoned a horse, it can't do so again until the next dawn.



Crown of Camelot

A crown of pure light floats 2 inches above your head, shining bright light in a 5-foot radius around you and dim light for another 5 feet. At the start of your turn, if you are in possession of the crown, you ignore resistance to one damage type of your choice until the end of your next turn and gain 1d8 temporary hit points, which last until the start of your next turn.

If you damage a creature in possession of the crown or if an effect from an item or spell tells you, you gain possession of the crown.

There can never be more than one crown in the encounter.

The Holy Grail

wondrous item, legendary (requires attunement by a creature with Wisdom 18 or higher)

Made of pure gold and adorned with countless gems, this grail is the most legendary treasure of the Arthurian legend. Though ordinary drinks cannot fill it, enchanted liquids appear when one utters its magical words.

The grail has 10 charges and regains 1d10 charges at the start of every year. While attuned to the grail, if you are in possession of the Crown of Camelot, you may use your action to expend 1 charge, creating a liquid you can then drink from the cup as part of the same action or gift to someone else.

Divine Favor. For the next minute, your weapon attacks deal an additional 2d8 radiant damage.

Health. You regain 70 hit points, are cured of all disease effecting you and end any instances of the poisoned, paralyzed or petrified conditions.

Immortality. For the next minute, if you would drop to 0 hit points, you instead drop to 1 hit point. While at 1 hit point, all damage instead gives you a grievous wound, but you remain at 1 hit point.

Spiritual Awakening. For the next minute, you may cast the *commune* and *plane shift* spells once, without requiring a spell slot. You may only target yourself with the *plane shift* spell when you cast this in this way.

Youth. Your physical age is reduced by 2d10 + 10 years, to a minimum of 15 years.



Kingsbane Blade

Weapon (any sword), rare (requires attunement)

This weapon has a hilt in the shape of a crown, made of pure obsidian. It serves as a warning to all those in power. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Usurper. All attacks made with this weapon against creatures who have possession of the Crown of Camelot deal an additional 1d8 damage of the weapon's type.

Curse: Obsession. This blade is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times.

Whenever you start your turn within 120 feet of a creature who has possession of the Crown of Camelot, you must succeed a DC 15 Wisdom saving throw or become charmed by the crown until the end of your turn. While charmed in this way, you must spend your turn moving towards the creature with the crown and attacking them.

Glass Casket

wondrous item, rare

With a golden frame and enchanted glass, this miniature glass coffin is the perfect means of preserving those you hold dear, whether asleep or dead.

As an action, you may speak the casket's password, causing it to grow from a tiny bauble to a casket large enough to hold one creature of size Medium or smaller, or shrink back down. The creature placed inside it must be dead, asleep, or unconscious. If it isn't, the casket shoots it back out, dealing 4d6 force damage to it.

While within the casket, a creature is effectively in a stasis. It is immune to all damage except psychic, can't wake up until the casket is opened, does not age, and, if dead, it does not decay and can't become undead.

While the casket has a creature inside it, it can't be shrunk back down, and weighs only half of the weight of the creature inside.

Hammer of the Ram

Weapon (maul), rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

As an action, you can thump the hammer into the ground, casting the *thunderwave* spell at 3rd level. Once you've used this feature, you can't do so again until you finish a long rest.

Unicorn Blood

potion, very rare

Harvested from a fabled creature, unicorn blood is as expensive as it is rare. Most people have never even seen a unicorn, let alone kill it for its blood. Thus, it is one of the priciest potions on the market, set to both mend wounds and enhance your abilities.

When you drink this potion, you regain 4d8 hit points and end all instances of the charmed, paralyzed or poisoned condition. Then, roll 1d8. For the next minute, you gain the following properties, based on the number rolled:

- 1. Sunlit Hooves.** Your steps become golden, leaving behind motes of light which shed bright light in a 5-foot radius and dim light for another 5 feet.
- 2. Nature's Protector.** You become a protector of the forest. You can now speak to and understand woodland critters.
- 3. Guiding Step.** You gain advantage on Dexterity (Stealth) checks.
- 4. Enchanter.** You are immune to curses and the frightened condition.
- 5. Divine Insight.** You are under the effects of the detect good and evil spell.
- 6. Healing Aura.** You regain the maximum amount of hit points from magical healing.
- 7. Shimmering Shield.** You gain a +2 bonus to your AC.



Ring of the Round Table

ring, rare (requires attunement)

A golden ring forged by the most trusted craftsmen and enchanted by Merlin. It symbolizes a man's connection to the Round Table and the heart of Camelot.

While wearing this ring, when you fall to 0 hit points, you can activate it as a reaction, regaining 50 hit points. For 1 minute after activation, you have immunity to the frightened condition, and all your weapon attacks deal an additional 1d8 of their damage type.

After you activate the ring, roll a d20. On a 20, the ring retains its power and can be used again. The ring loses its magic for 30 days on any other roll.

Sword of Valor

weapon (any sword), uncommon (requires attunement)

A blade meant for protectors, with its guard in the shape of praying hands. Those who use it must be protectors, not fighters.

At the start of your turn, if you are wielding this magic sword and have not dealt damage since the start of your last turn, you gain 1d6 temporary hit points.

Horned Helmet

wondrous item, rare (requires attunement)

This helm is carved of elven steel and enchanted by the Green Knight. When worn, great stag horns sprout from it, turning the wearer into a fighter of nature.

While wearing it, you gain the following abilities:

Keeper of Nature. You can understand beasts and plants but not speak to them.

Stag Charge. If you move at least 20 feet in a straight line before making a successful melee weapon attack, the target of the attack must also succeed a DC 16 Strength saving throw or be knocked prone.

Visage of Wrath. You have advantage on Charisma (Intimidation) checks.

If you are attuned to the Grove Plate and the Axe of the Wilds, you also gain the following benefit:

Natural Healing. You can cast the *regenerate* spell, without requiring a spell slot or components. Once you do so, you can't cast the spell again in this way for 7 days.



Grove Plate

armor (any medium or heavy), very rare (requires attunement)

Interwoven by vines and knotted with branches, this armor protected the Green Knight from countless battles. When the dark comes, its green light will keep the wearer safe.

While wearing this armor, you have a +2 bonus to AC and gain the following abilities:

Elvish Aegis. Whenever a creature hits you with a critical hit, it must make a DC 16 Dexterity saving throw. On a failure, bright light gathers around it.

For the next minute, it sheds bright light in a 10-foot radius, any attack roll against it is made at advantage if the attacker sees it, and it can't benefit from being invisible. The creature can repeat the saving throw at the start of each of its turns, ending the effect on a success.

Treelike Roots. You have advantage on checks and saving throws against being knocked prone.

If you are attuned to the Horned Helmet and the Axe of the Wilds, you also gain the following benefit:

Headless. If you were to die, instead of dying, your head is destroyed, and you fall to 1 hit point instead. You can still control your body, even if your head is detached from it. While you control your body this way, you are immune to the charmed, frightened, paralyzed, petrified, poisoned, and stunned conditions. You die normally if you are killed once again while your head is detached from your body or if 24 hours have passed since your head has been detached from your body.

Once you've used this ability, you can't do so again for 30 days.

If a *regenerate* spell is cast on you while you are headless, you regrow your head.

Axe of the Wilds

weapon (battleaxe), very rare (requires attunement)

A knotted tree branch is its handle, while a mess of steel and stone is its blade. This is the weapon of the fabled Green Knight.

You gain a +2 bonus to attack and damage rolls made with this magic axe. In addition, you gain the following abilities:

Brutality. Any attack made with this weapon against a prone target deals an additional 1d8 force damage.

Step of the Woods. You may cast *tree stride* once without requiring a spell slot. Once you use this ability, you can't do so again until the next dawn.

If you are attuned to the Horned Helmet and the Axe of the Wilds, you also gain the following benefit:

Deathly Rage. If your head is destroyed, you become invigorated for 1 hour. While invigorated, you cannot be disarmed of this weapon and make all attacks with it at advantage.



Sir Kay's Acidic Jawbone

wondrous item, very rare (requires attunement)

This jawbone, ripped straight from the corrupted knight's face, still bears Morgan's enchantment. The feeling of retching never goes away while holding it.

While attuned to the jawbone, you have resistance to acid damage. In addition, whenever you cast a spell with a verbal component, you spit out a 5-foot radius pool of acid within 30 feet of you. The pool lasts for 1 minute. When a creature enters the area for the first time on its turn or starts its turn inside it takes 2d4 acid damage.

Cursed. This jawbone is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the jawbone, keeping it within reach at all times. While cursed in this way, you are permanently annoyed and feel the need to insult those around you, granting you disadvantage on Charisma (Persuasion) checks.

Lancelot's Mirror of Philandry

wondrous item, very rare (requires attunement)

A mirror with a gilded handle and gleaming glass. It is said that when you look into it, you see your ideal self.

While holding this mirror, you can cast either heal or dominate monster (DC = 8 + your Proficiency Bonus + your Charisma Modifier) once without requiring a spell slot or components.

After the spell is cast, roll a d20. On a 10 or lower, the creature targeted with the spell is stunned until the end of its next turn.

Cursed. This mirror is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the mirror, keeping it within reach at all times. While cursed in this way, you spend hours looking at yourself. You don't gain the benefits of taking a short rest, as you are too focused looking at yourself to do so. When taking a long rest, you only gain the benefits of a short rest.

Galahad's Sword: Hanging

weapon (longsword), very rare (requires attunement)

A sword with a gallows motif on the blade. The person holding it has a persistent hallucination of hearing people take their last breaths.

You have a +2 to hit and damage to attacks made with this magical sword. In addition, you gain the following benefits:

- You are immune to the frightened condition.
- Whenever one of your attacks brings a creature to 0 hit points, you summon a spectral set of gallows from which the creature is hanged. Each creature within 30 feet who can see the creature must succeed a DC 17 Wisdom saving throw or become frightened of you for the next minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Cursed. This sword is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. While cursed in this way, you are unwilling to let yourself die. Whenever you are brought below one quarter of your maximum hit points, you must make a DC 17 Wisdom saving throw. On a failure, you must spend your movement and action on your next turn running away from combat as far as possible.



Galahad's Red Hilt Sword

weapon (longsword), very rare (requires attunement)

A sword with a hilt that seems to endlessly drip blood, no matter how much one might wash it.

You have a +2 to hit and damage to attacks made with this magical sword. In addition, you gain the following benefits:

- You have advantage on all attacks against creatures below half their maximum hit points.
- Whenever you successfully make an attack with this sword, if the target of the attack dealt damage to you since the end of your last turn, you add +5 to the weapon's damage.

Cursed. This sword is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. While cursed in this way, you become a hemophiliac. You gain vulnerability to piercing and slashing damage.

Galahad's Shield of Purity

armor (shield), rare (requires attunement by a creature with a good alignment)

This large white shield bears Galahad's red cross, a symbol of his complete purity prior to becoming corrupted. To be able to use it, the wielder must be the epitome of virtue.

While wearing this shield, you gain the following abilities:

- You can use your action to see within a creature's heart. It must make a DC 17 Charisma saving throw (it can choose to fail). On a failure, you learn its alignment.

- Your shove attacks push creatures back an additional 15 feet.

- You can use your action to let out a burst of pure energy within a 30-foot cone. Each creature of a non-good alignment must make a DC 17 Constitution saving throw. On a failure, a creature takes 5d8 radiant damage and becomes blinded for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a success, a creature takes half damage and is not blinded. Once you've used this ability, you can't do so again until you've finished a long rest.

Bedivere's Left Thumb

wondrous item, rare (requires attunement)

An old finger bone tied to a piece of leather for use as a trinket or necklace. This is the last remaining piece of Bedivere's missing arm.

While wearing this trinket, whenever you fall to 0 hit points, if you are not restrained, you can use your reaction to make a melee weapon attack against a creature within range. On a successful hit, you regain hit points equal to the damage dealt.

Once you've used this feature, you can't do so again until you finish a long rest.



Heart of Steel

armor (breastplate, half-plate or plate), rare (requires attunement)

An amulet of pure steel, shaped like an anatomical heart. Although it does not beat, the subtle sound of heartbeats can be heard from it.

As a bonus action, you may activate the heart, turning it into a magical +1 armor which you instantly don. In addition, while the amulet is activated, you gain the following features:

- **Steel Banner.** Creatures within 10 feet of you have a +1 to their AC
- **Steel Retort.** At the start of your turn, if you've taken damage from three or more attacks since the start of your last turn, the armor begins to glow. You may use your action to shoot out a orb of energy in a 120-foot long, 5-foot wide line. When the orb encounters a creature, the creature must make a DC 15 Dexterity saving throw. On a failure, the orb collides with the creature and explodes, dealing 4d10 force damage and be pushing it back 15 feet. On a success, the creature dodges the orb, which keeps going until it encounters another creature or hits a wall. Once you've used this feature, you can't do so until you've finished a short or long rest.
- **Steel Will.** If you and an ally within 10 feet are forced to make a Constitution or Strength saving throw, you or the ally can make the saving throw at advantage.

Upon performing a deed of great valor (such as rescuing an innocent from the clutches of a devil or cleansing a city from a plague, the item magically changes material, evolving into a heart of gold.

Heart of Gold

armor (breastplate, half-plate or plate), very rare (requires attunement)

(Upgraded Heart of Steel). bAn amulet of pure gold, shaped like an anatomical heart, with a ruby in its center. Although it does not beat, the subtle sound of heartbeats can be heard from it.

As a bonus action, you may activate the heart, turning it into a magical +1 armor which you instantly don. In addition, while the amulet is activated, you gain the following features:

- **Gold Banner.** Creatures within 30 feet of you have a +2 to their AC
- **Gold Retort.** At the start of your turn, if you've taken damage from three or more attacks since the start of your last turn, the armor begins to glow. You may use your action to shoot out an orb of energy in a 120-foot long, 5-foot wide line. When the orb encounters an enemy, it must make a DC 15 Dexterity saving throw. On a failure, the orb collides with the creature and explodes, dealing 4d10 force damage and be pushing it back 15 feet. On a success, the creature dodges the orb, which keeps going until it encounters another creature or hits a wall. When the orb encounters an ally, the orb explodes, and the ally regains 4d10 hit points and can end one instance of the charmed, frightened, paralyzed, poisoned, petrified or stunned condition. Once you've used this feature, you can't do so until you've finished a short or long rest.
- **Gold Will.** If you and an ally within 10 feet are forced to make a Constitution, Dexterity, or Strength saving throw, you or the ally can make the saving throw at advantage.



Lochstone

wondrous item, rare (requires attunement by a spellcaster)

Often confused with a luckstone, a lochstone is an algae-covered rock that binds the wearer to one of the many magical lochs of Camelot, enhancing the creature's powers and linking it to the source of its power forever.

While attuned to the lochstone, you have resistance to cold damage and have a swimming speed equal to your walking speed. The lochstone also has 8 charges. You can expend the charges to use the following features:

- **Call of the Loch.** While holding it, you can use your action and expend 8 charges to instantly teleport yourself back to the loch to which the stone is connected.

- **Loch Monster.** While holding it, you can use your action to expend 3 charges and summon the illusion on a monster on any body of water within 120 feet of you. The illusion looks like the head of a creature, which then returns below. All creatures within 300 feet of the body of water which can see it must make a Wisdom (Insight) check against your spell save DC. On a failure, they are convinced the body of water is inhabited by a gigantic monster and refuse to enter the water for the next 24 hours. At the end of each hour, they can repeat the saving throw, ending the effect on a success.

- **Magic of the Loch.** While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: create or destroy water (1 charge per spell level, up to 5th), misty step (2 charges), or cone of cold (5 charges).

The stone recharges 1d6+2 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the stone cracks and is broken forever.

Orb of Haunting

wondrous item, rare (requires attunement)

A marble orb with two large obsidian handles. When looking into it, you can see vague swirling mist and hear the sounds of ravens cawing. If you're a spellcaster, you can use this orb as a spellcasting focus.

While holding this orb, you can speak to and understand ghosts and are immune to being possessed. In addition, you can cast the *scrying* spell once without requiring a spell slot or material components. When the spell is cast in this way, instead of summoning a sensor near the creature or area you chose to scry on, you summon a **ghost**. For the duration of the spell, you can see and hear through the ghosts' senses as if you were there and can issue commands to it (no action required). If the ghost is brought to 0 hit points, the spell ends.

Ring of Bent Rigidity

ring, uncommon (requires attunement)

A metallic ring with a single dark-green gem encrusted in it. This ring has 4 charges. While wearing it, you can use an action to expend 1 or more of its charges to animate one of the following objects within 30 feet of you: a sword (1 charge), a suit of armor (4 charges). When animated, the sword becomes a **flying sword**, while the armor becomes an **animated armor**. The object remains animated for 1 minute or until you lose your concentration (as if you were concentrating on a spell). The object turns to dust when it drops to 0 hit points or when you drop concentration.

While animated, the object is an ally to you and your companions. In combat, the object shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the dodge action and uses its move to avoid danger.

The ring regains 1d2 + 2 expended charges daily at dawn.



MONSTERS



THE FISHER KING

After forsaking his oath to protect the Holy Grail and take no wife, the once noble knight was wounded on his left thigh. This accursed wound never healed, turning him instead into a sloth-filled, gluttonous monstrosity. Now, he's a former husk of the man he once was, fishing for humans and eating them whole.

THE FISHER KING

Huge monstrosity, true neutral

Armor Class 18 (natural armor)
Hit Points 248 (16d12 + 144)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Str +14, Con +16

Skills Athletics +21, History +10, Insight +12, Intimidation +11

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 300 ft., passive Perception 15

Languages Common

Challenge 21 (33,000 XP)

Crippling Wound. The fisher king's thigh is wounded beyond repair, thus preventing him from ever moving without pain. At the start of his turn, the fisher king may stand up and move up to 30 feet, taking 10 points of necrotic damage for every 5 feet he moves.

Fisherman's Advice. If a creature asks the fisher king for advice directly, the fisher king must answer truthfully and to the best of his ability.

Kingdom of Muck. The fisher king cannot gain possession of the Crown of Camelot.

Legendary Resistance (3/day). If the fisher king fails a saving throw, it can choose to succeed instead.

Spellcasting. The fisher king casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 20):

At will: command, dancing lights, detect magic, guidance, sending, prestidigitation

2/day each: cloudkill, dominate person, transport via plants

1/day each: control weather, blade barrier, dominate monster, sequester

Stench. Any creature that starts its turn within 10 feet of the fisher king must succeed on a DC 22 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the fisher king's stench for 24 hours.

ACTIONS

Multiattack. The fisher king uses his sweeping strike, then makes any combination of four fishing rod, go fish, reel and devour attacks.

Devour. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 20 (2d12 + 7) piercing damage and 26 (4d12) acid damage.

Fishing Rod. Melee or Ranged Weapon Attack: +14 to hit, reach 15 ft. or range 120/300 ft., one target. Hit: 12 (1d10 + 7) piercing damage. The target must make a DC 22 Strength saving throw or become grappled and restrained by the rod. The fishing rod cannot grapple more than one target at a time.

Go Fish (3/Day). The fisher king throws a creature grappled by its fishing rod through a portal, into an enchanted realm. They are banished as per the banishment spell. At the end of each of their turns, they may make a DC 22 Charisma saving throw to break free from the spell and return to their last occupied position. If that position is occupied, they return to a space within 5 feet of it.

Reel. The fisher king reels in a creature grappled by its fishing rod, bringing them within 5 feet of him.

Sweeping Strike (Recharge 4-6). The fisher king sweeps his fishing rod in a 60-foot circle around him. All creatures within range must make a DC 22 Dexterity saving throw. On a failure, they take 16 (3d10) piercing damage, are knocked prone and moved 15 feet towards the fisher king. On a success, they take half damage, and are not knocked prone or moved.

REACTIONS

Grail Watcher. Whenever a creature holding the Holy Grail moves more than 60 feet away from the fisher king, he may use his reaction to teleport within 5 feet of that creature.

LEGENDARY ACTIONS

The fisher king can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The fisher king regains spent legendary actions at the start of its turn.

Fishing Rod. The fisher king makes one fishing rod attack.

Hook & Line (2 Actions). The fisher king throws his fishing hook up to 60 feet in a direct line, then pulls himself up to the hook without triggering attacks of opportunity.

Cursed Belch (3 Actions). The fisher king lets out a cursed belch of filth within a 30-foot cone. All creatures within range must make a Constitution saving throw. On a failure, they take 18 (4d8) acid damage and have their movement speed halved. On a success, they take half damage and do not have their movement speed halved.





Lair Actions

When fighting inside its lair, the fisher king can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the monster can take one lair action to cause one of the following effects:

- The waters get restless. All creatures within the lair must make a DC 20 Constitution saving throw or lose concentration on spells they are concentrating on.
- A gigantic enchanted fish appears and bites down in a specific area. All creatures within a 60-foot tall, 10-foot radius wide cylinder must make a Dexterity saving throw or take 27 (5d10) piercing damage.
- The water's marshy plants begin to let out an obscuring haze. The area is heavily obscured to all creatures but the fisher king until the end of the round.

The fisher king can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

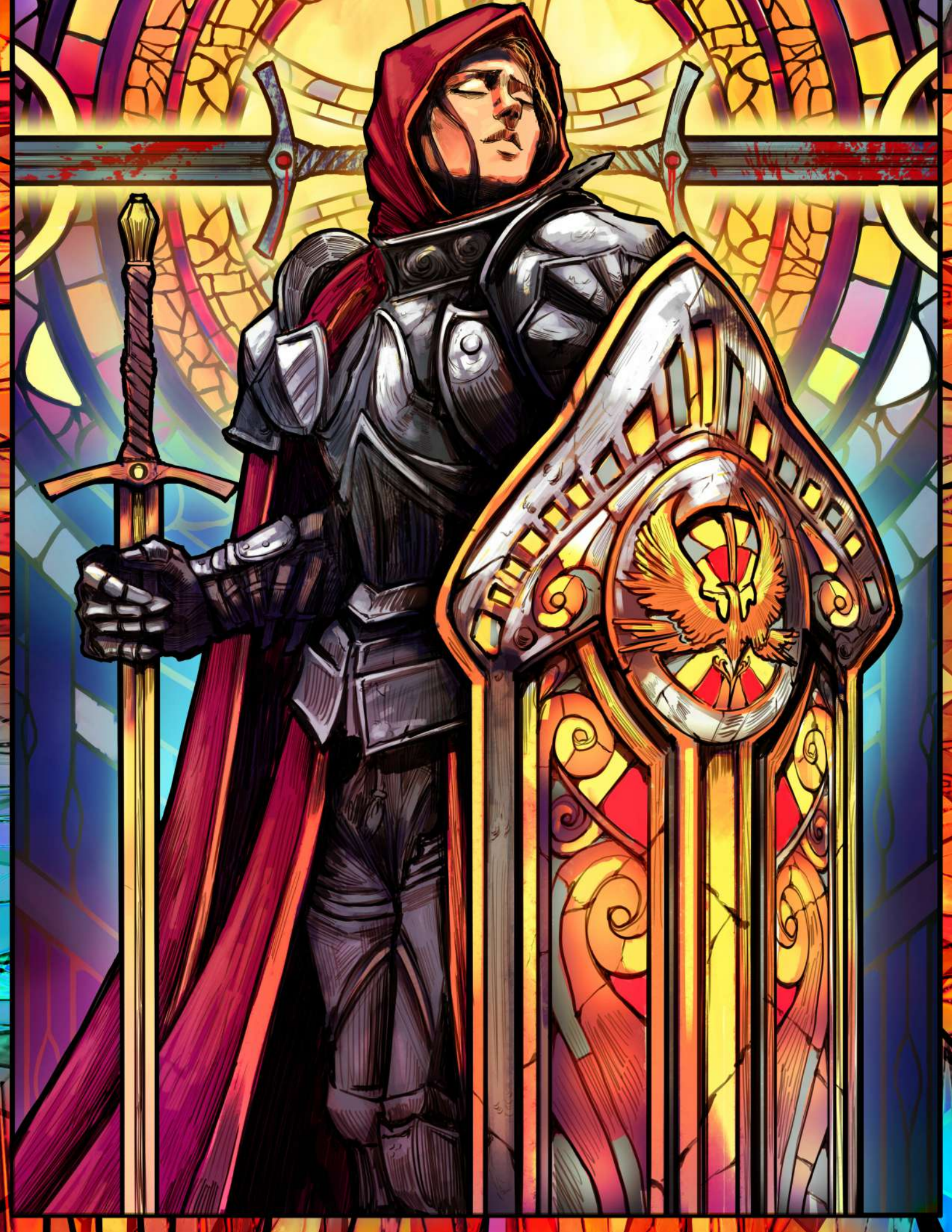
Regional Effects

The region containing the fisher king's lair is warped by the creature's presence, which creates one or more of the following effects:

- All creatures feel as if they are being watched, but are unsure as to why. They can make a DC 20 Wisdom (Insight) check to identify it is coming from the fish.
- All water is filled with abnormally large fish, who understand Common and can telepathically communicate with the fisher king.
- All plants within 500 miles of the fisher king's lair wither and die immediately.

If the monster dies, the first two effects fade over the course of 3d10 days.





SIR LAMORAK, THE BLOODTHIRSTY

Medium humanoid (hero), chaotic good

Armor Class 18 (unarmored defense)

Hit Points 85 (10d8 + 40)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	4 (-3)	7 (-2)	9 (-1)

Saving Throws. Str +8, Dex +6, Con +8

Skills. Acrobatics +6, Athletics +8, Perception +2

Damage Resistances. bludgeoning, piercing, slashing

Condition Immunities. frightened

Senses. passive Perception 12

Languages. Celestial, Common

Challenge. 9 (5,000 XP)

Appetite for Violence. Whenever Sir Lamorak makes a critical hit, he can make one additional attack as part of the same attack action. This attack does not count against his maximum attacks.

Bloodrush. Sir Lamorak ignores difficult terrain and can't have his movement speed reduced.

Brute. A melee weapon deals one extra die of its damage when the Sir Lamorak hits with it (included in the attack).

Expert Dual Wielder. Sir Lamorak has a +2 to his AC (written in AC).

Unhindered Brutality. Whenever Sir Lamorak brings a creature to 0 hit points, he can move up to 30 feet without triggering attacks of opportunity.

ACTIONS

Multiattack. Sir Lamorak uses his Frightful Roar, then makes three melee attacks.

Axe. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Frightful Roar. Each creature of Sir Lamorak's choice that is within a 60-foot cone of Sir Lamorak and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, it also has disadvantage on Constitution saving throws to maintain concentration on spells and abilities. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Sir Lamorak's Frightful Roar for the next 24 hours.

Rampage (Recharge 6). Sir Lamorak enters a rampage until the end of his turn. His movement speed becomes 100 feet, and he can make up to 10 axe attacks. At the end of his turn, Sir Lamorak becomes stunned until the end of his next turn.

LEGENDARY ACTIONS

Sir Lamorak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sir Lamorak regains spent legendary actions at the start of its turn.

Attack. Sir Lamorak makes one axe attack.

Slaughter (Costs 2 Actions). Sir Lamorak targets up to 30 creatures within 30 feet and tosses out a spectral axe at each of them. Each creature must make a DC 16 Dexterity saving throw or take 4 (1d8) slashing damage and have its movement speed halved until the end of its next turn.



SIR LAMORAK, FED BY BATTLE

Medium monstrosity, chaotic evil

Armor Class 20 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 50 ft., burrow 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	4 (-3)	3 (-4)	12 (+1)

Saving Throws. Str +12, Dex +8, Con +11

Skills. Athletics +12, Perception +8

Damage Resistances. bludgeoning, piercing, slashing, fire

Condition Immunities. frightened

Senses. blindsight 60 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 18

Languages. Common

Challenge. 18 (20,000 XP)

Appetite for Violence. Whenever Sir Lamorak scores a critical hit, he can make one additional attack as part of the same attack action. This attack does not count against his maximum attacks.

Bloodrush. Sir Lamorak ignores difficult terrain and can't have his movement speed reduced.

Brute. A melee weapon deals one extra die of its damage when the Sir Lamorak hits with it (included in the attack).

Ceaseless Hunger. If a creature starts its turn within Sir Lamorak's stomach, it takes 7 (2d6) fire damage. While within his stomach, a creature is blinded and restrained, but can spend its action to make a DC 20 Dexterity (Acrobatics) check. On a success, the creature escapes the stomach.

Unhindered Brutality. Whenever Sir Lamorak brings a creature to 0 hit points, he can move up to 50 feet without triggering attacks of opportunity.

Vomit. If Sir Lamorak takes more than 50 damage in the same turn, he spits out the creature inside his stomach in an empty space within 10 feet of him.

ACTIONS

Multiattack. Sir Lamorak uses his Monstrous Roar, then makes three melee attacks, but no more than one devour attack.

Axe. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Devour. Melee Weapon Attack: +12 to hit, reach 5 ft., one frightened target. Hit: 15 (2d8 + 6) piercing and 9 (2d8) fire damage and the creature must make a DC 20 Strength saving throw or be swallowed inside Sir Lamorak's stomach.

Monstrous Roar. Each creature within a 60-foot cone of Sir Lamorak must succeed on a DC 20 Dexterity saving throw or become frightened for 1 minute. While frightened in this way, it also has disadvantage on all saving throws. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Sir Lamorak's Monstrous Roar for the next 24 hours.

Rampage (Recharge 5-6). Sir Lamorak enters a rampage until the end of his turn. His movement speed becomes 100 feet, and he can make up to 15 axe attacks. For each attack after the 10th, Sir Lamorak takes necrotic damage equal to the damage dealt with that attack. This damage cannot be prevented or reduced in any way. At the end of his turn, Sir Lamorak becomes stunned until the end of his next turn.

LEGENDARY ACTIONS

Sir Lamorak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sir Lamorak regains spent legendary actions at the start of its turn.

Attack. Sir Lamorak makes one axe attack.

Storm of Axes (Costs 2 Actions). Sir Lamorak surrounds himself with a storm of flaming, whirling axes within a 30-foot radius circle around him. Each creature in the area must make a DC 20 Dexterity saving throw, taking 9 (2d8) bludgeoning and 9 (2d8) fire damage on a failure or half on a success. On a failure, a creature is also restrained until the end of its next turn.

Burrowing Behemoth (Costs 3 Actions). Sir Lamorak burrows underneath the ground and emerges at a point within 50 feet. This movement does not trigger attacks of opportunity. Upon emerging from the ground, he makes a Devour attack at advantage against a creature within 5 feet.





SIR KAY, VICIOUS INSTIGATOR

Medium humanoid (hero), chaotic neutral

Armor Class 17 (half plate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	18 (+4)	14 (+2)	17 (+3)	14 (+2)	20 (+5)

Saving Throws. Cha +8

Skills. Deception +8, Intimidation +11, Persuasion +8

Damage Resistances. acid

Condition Immunities. frightened

Senses. passive Perception 12

Languages. Celestial, Common

Challenge. 6 (2,300 XP)

Instigator. Sir Kay is an expert of creating conflict. Whenever he successfully charms a creature or targets a creature with a spell, he can choose to end one instance of the frightened conditions.

Legendary Resistance (1/day). If the Sir Kay fails a saving throw, it can choose to succeed instead.

Spellcasting. Sir Kay casts one of the following spells, using Intelligence as the spellcasting ability (spell save 16):

At will: *acid splash, mage hand, prestidigitation*

3/Day each: *acid arrow, faerie fire, invisibility, misty step*

1/day each: *hold person (2nd level), compulsion, tongues*

ACTIONS

Multiattack. Sir Kay uses his Vicious Ridicule, then makes two rapier attacks.

Taunter's Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. If the creature is charmed, it takes an additional 4 (1d8) psychic damage. This attack does not end the charmed condition on creatures Sir Kay has charmed.

Vicious Ridicule (Recharge 6). Sir Kay lets out a flurry of insults, forcing the temper of a creature within 60 feet. The creature must make a DC 16 Wisdom saving throw or take 4 (1d8) psychic damage and become charmed for 1 minute. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. While charmed in this way, a creature is filled with anger, can't willingly move more than 5 feet away from Sir Kay, has disadvantage on all checks to maintain concentration on spells, can only use its action to make weapon or spell attacks.

BONUS ACTION

Aggressive Inspiration (3/day). Sir Kay mocks an ally other than himself within 60 feet into being inspired. The creature can add 1d6 to the next ability check, attack roll, damage roll or saving throw it makes within the next minute. If added to a damage roll, the damage of the attack becomes acid damage.

REACTIONS

Forced Recklessness. As a reaction to being hit with an attack of opportunity, Sir Kay adds 5 to his AC against the attack. If the attack misses, the attacker takes 9 (2d8) psychic damage, and all attacks against it until the start of its turn are made at advantage.



Originally just a knight with a penchant for bullying, Sir Kay found Morgan's gift to be unlike anything he had expected. His "acidic vocabulary" took on a more literal meaning as his mouth loosened and his saliva turned green. Now, no matter how much he tries, his mouth is always filled with caustic saliva, which he shoots out from a large, unhinged jaw.

SIR KAY, ACID-TONGUED

Medium monstrosity, chaotic evil

Armor Class 19 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18 (+4)	18 (+4)	19 (+4)	15 (+2)	24 (+7)

Saving Throws. Con +8, Cha +11

Skills. Deception +11, Intimidation +15, Persuasion +11

Damage Immunities. acid, poison

Condition Immunities. charmed, frightened, poisoned

Senses. darkvision 120 ft., passive Perception 12

Languages. Celestial, Common, Infernal

Challenge. 12 (8,400 XP)

Acid Blood. Whenever Sir Kay is hit with a melee attack, the attacker takes 5 (2d4) acid damage.

Legendary Resistance (2/day). If the Sir Kay fails a saving throw, it can choose to succeed instead.

Rakish Presence. Creatures within 60 feet of Sir Kay can't benefit from inspiration or aura effects.

Spellcasting. Sir Kay casts one of the following spells, using Charisma as the spellcasting ability (spell save 19):

At will: acid arrow, mage hand, misty step prestidigitaton

3/Day each: compulsion, tongues, suggestion

1/day each: dominate person, hold person (3rd level)

ACTIONS

Multiattack. Sir Kay uses his Acidic Ridicule, then makes two acid spit attacks.

Acid Spit. Ranged Spell Attack: +11 to hit, range 60/120 ft., one target. Hit: 17 (4d4 + 7) acid damage. On a successful hit, a 10-foot radius pool of acid forms below the target, which lasts for 1 minute. Whenever a creature starts its turn within the pool or moves through its space, it takes 5 (2d4) acid damage.

Acidic Ridicule (Recharge 5-6). Sir Kay spits out a flurry of acid-ridden words, which stick onto a creature and madden it. The target must make a DC 19 Wisdom saving throw. On a failure, it takes 10 (4d4) acid damage and becomes charmed for 1 minute. On a success, it takes half damage and is not charmed. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. While charmed in this way, a creature mumbles madly, can't concentrate on spells, and must use its action to attack the creature closest to it. At the start of each of its turns, a charmed creature takes 10 (4d4) psychic damage.

BONUS ACTION

Contagious Acidity (5/Day). Sir Kay coats a creature within 60 feet with an empowering acid. The creature can add 1d12 to the next ability check, attack roll, damage roll or saving throw it makes within the next minute. If added to a damage roll, the damage of the attack becomes acid damage. Whenever the creature is hit with a melee attack, if it has not yet used its die, the attacker takes 6 (1d12) acid damage.

REACTIONS

Acidic Shield. As a reaction to being hit with an opportunity attack, Sir Kay adds 5 to his AC against the attack. If the attack misses, the attacker takes 10 (4d4) acid damage, and all attacks against it until the start of its turn are made at advantage. A 10-foot radius pool of acid forms below the target, which lasts for 1 minute. Whenever a creature starts its turn within the pool or moves through its space, it takes 5 (2d4) acid damage.

LEGENDARY ACTIONS

Sir Kay can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sir Kay regains spent legendary actions at the start of its turn.

Crawl. Sir Kay moves up to his movement speed, then climbs up to half his speed.

Widen Pool (Costs 2 Actions). Sir Kay widens a pool of acid within 15 feet of him. Its radius becomes 20-feet.

Vitriolic Explosion (Costs 3 Actions). Sir Kay consumes all pools of acid within 30 feet, then lets out an explosion. Each creature within 15 feet of Sir Kay must make a DC 19 Constitution saving throw, taking 2 (1d4) acid damage for each small pool consumed and 5 (2d4) damage for each large pool consumed on a failure or half as much damage on a success.





SIR BEDIVERE, ONE-HANDED WARRIOR

Medium humanoid (hero), any alignment

Armor Class 17 (splint)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	8 (-1)	15 (+2)	11 (+0)

Saving Throws. Con +5, Wis +4

Skills. Perception +4

Senses. passive Perception 14

Languages. Celestial, Common

Challenge. 4 (1,100 XP)

Amputee. Sir Bedivere has disadvantage on Strength checks and saving throws.

Dauntless. When Sir Bedivere falls to 0 hit points, he remains conscious. At the end of his turn, if Sir Bedivere is both at 0 hit points and restrained, he falls unconscious.

Never Again. Sir Bedivere is very aware of the things around him. He has a +5 to initiative checks, can't be surprised and has advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. Sir Bedivere makes two melee attacks.

Hero's Sword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

Break Free (3/Day). Sir Bedivere ends one instance of the grapple or restrained condition.

REACTIONS

Parry. Sir Bedivere adds 3 to its AC against one melee attack that would hit it. To do so, Sir Bedivere must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

Sir Bedivere can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sir Bedivere regains spent legendary actions at the start of its turn.

Sword. Sir Bedivere makes one hero's sword attack.

Veteran Insight (Costs 2 Actions). Sir Bedivere studies the battlefield intently, guessing the moves of his enemies. Each creature within 60 feet of him must make on a DC 12 Charisma saving throw. On a failure, Sir Bedivere has advantage on all saving throws from spells or effects caused by the target for 24 hours.



SIR BEDIVERE, TENTACLE-HAND

Medium monstrosity, chaotic evil

Armor Class 17 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18 (+4)	18 (+4)	19 (+4)	15 (+2)	24 (+7)

Saving Throws. Con +6, Wis +6

Skills. Athletics +8, Perception +6

Senses. darkvision 60 ft., passive Perception 16

Languages. Common

Challenge. 8 (3,900 XP)

Dauntless Regeneration. Bedivere regains 10 hit points at the end of its turn. If Bedivere takes acid or fire damage, this trait doesn't function at the start of his next turn. Bedivere dies only if he ends his turn with 0 hit points, is restrained and doesn't regenerate.

Legendary Resistance (1/day). If the Bedivere fails a saving throw, it can choose to succeed instead.

Monstrous Tentacle. Bedivere has advantage on Strength checks and saving throws.

Never Again. Bedivere is very aware of the things around him. He has a +5 to initiative checks, can't be surprised and has advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. Bedivere uses his Grasping Tentacle, then makes two attacks.

Crush. Melee Weapon Attack: +8 to hit, reach 5 ft., one grappled creature. Hit: 10 (1d10 + 5) bludgeoning damage and Bedivere regains health equal to half the damage dealt.

Sword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage.

Grasping Tentacle (Recharge 5-6). Melee Weapon Attack: +8 to hit, reach 30 ft., one target. Hit: 24 (3d12 + 5) bludgeoning damage and, if the target is a creature, it is grappled. While grappled in this way, the creature is also restrained. It can spend its action on its turn to make a Strength (Athletics) or Dexterity (Acrobatics) check against Bedivere's Strength (Athletics), ending the conditions on a success. Bedivere can only have one creature grappled at a time.

Break Free (3/Day). Bedivere ends one instance of the grapple or restrained condition.

BONUS ACTION

Contagious Acidity (5/Day). Sir Kay coats a creature within 60 feet with an empowering acid. The creature can add 1d12 to the next ability check, attack roll, damage roll or saving throw it makes within the next minute. If added to a damage roll, the damage of the attack becomes acid damage. Whenever the creature is hit with a melee attack, if it has not yet used its die, the attacker takes 6 (1d12) acid damage.

REACTIONS

Inkshield. Bedivere adds 4 to its AC against one melee attack that would hit it. If the attack misses, the attacker is blinded until the start of its next turn.

LEGENDARY ACTIONS

Bedivere can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bedivere regains spent legendary actions at the start of its turn.

Sword. Bedivere makes one sword attack.

Distorted Insight (Costs 2 Actions). Bedivere studies the battlefield intently, guessing the moves of his enemies. Each creature within 120 feet of him must make on a DC 14 Charisma saving throw. On a failure, Bedivere has advantage on all attacks and saving throws made against the creature.

Tentacle (Costs 3 Actions). Bedivere recharges and uses his Grasping Tentacle.



SIR ARGAVAIN, INSIGHTFUL KNIGHT

Medium humanoid (hero), neutral good

Armor Class 18 (studded leather + Wisdom modifier)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	15 (+2)	19 (+4)	17 (+3)

Saving Throws. Wis +7, Cha +6

Skills. Deception +6, Insight +10, Intimidation +6, Perception +7, Persuasion +6

Condition Immunities. charmed, frightened

Senses. truesight 30 ft., passive Perception 17

Languages. Celestial, Common, Dwarvish, Elvish

Challenge. 7 (2,900 XP)

Damning Hubris. After a creature misses Sir Agravain with an attack, it gains advantage on the next attack against him this turn.

Delegate. Instead of making attacks of his turn, Sir Agravain can choose an allied creature within 30 feet to gain an additional attack on its next turn.

Expert Strategist. Sir Agravain can use his Wisdom in place of his Strength or Dexterity for all weapon attacks.

Evasion. If Sir Agravain is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Sir Agravain instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Precise Defense. Sir Agravain can add his Wisdom modifier to his AC in place of his Dexterity modifier.

ACTIONS

Multiattack. Sir Agravain uses his Dress Down, then makes two weapon attacks.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Strategic Strike (Recharge 5-6). Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 150/600 ft., one target. Hit: 26 (5d8 + 4) piercing damage and the creature's AC is reduced by 2 (1d4) for the next minute. This effect can be applied multiple times, but cannot reduce a creature's AC below 10 + its Dexterity modifier.

Dress Down. Sir Agravain lets out incisive insults at up to two creatures within 60 feet. Each creature must succeed on a DC 14 Wisdom saving throw or take 11 (2d10) psychic damage and have vulnerability against the next weapon attack that hits it until the end of its next turn.

BONUS ACTION

Unicorn Blood (1/Day). Sir Agravain drinks from his vial of unicorn blood, regaining 18 (4d8) hit points. Then, roll 1d8. For the next minute, Sir Agravain has one of the following effects:

- 1 - He has advantage on Dexterity saving throws.
- 2 - He regains the maximum amount of hit points from magical healing.
- 3 - He gains a +2 bonus to his AC.
- 4 - He has advantage on saves against spells and other magical effects.

Nimble Escape. Sir Agravain can take the Dash or Disengage action as a bonus action on each of its turns.

REACTIONS

Uncanny Dodge. When an attacker that Sir Agravain can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

LEGENDARY ACTIONS

Sir Agravain can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sir Agravain regains spent legendary actions at the start of its turn.

Thoughtful Movement. Sir Agravain moves up to his full speed without triggering attacks of opportunity. He can interact with one object during this move (no action required).

Disarming Strike (Costs 2 Actions). Sir Agravain makes a weapon attack against a creature it can see. On a successful hit, in addition to the damage, the creature must make a DC 15 Strength saving throw or drop what it's currently holding to the ground.



SIR ARGAVAIN, THIEF OF WITS

Medium humanoid (hero), neutral evil

Armor Class 20 (natural armor + Wisdom modifier)

Hit Points 97 (15d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	15 (+2)	22 (+6)	20 (+5)

Saving Throws. Wis +11, Cha +10

Skills. Deception +10, Insight +16, Intimidation +10, Perception +11, Persuasion +10

Condition Immunities. charmed, frightened

Senses. truesight 60 ft., passive Perception 21

Languages. Celestial, Common, Dwarvish, Elvish, telepathy 120 ft.

Challenge. 13 (10,000 XP)

Disdainful Hubris. After a creature misses Sir Agrava in with an attack, it gains advantage on the next attack against him this turn. If a creature misses a second attack against him, it takes 16 (3d10) psychic damage.

Expert Strategist. Sir Agrava in can use his Wisdom in place of his Strength or Dexterity for all weapon attacks.

Evasion. If Sir Agrava in is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Sir Agrava in instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Legendary Resistance (2/day). If the Sir Agrava in fails a saving throw, it can choose to succeed instead.

Precise Defense. Sir Agrava in can add his Wisdom modifier to his AC in place of his Dexterity modifier.

Relegate. After Sir Agrava in hits a creature with a weapon attack, it must make a DC 18 Charisma saving throw. On a failure, it can't target Sir Agrava in with weapon attacks until the end of its next turn.

ACTIONS

Multiattack. Sir Agrava in uses his Destroy Confidence, then makes two weapon attacks.

Destroy Confidence. Sir Agrava in taps into the worst fears of up to four creatures within 60 feet of him. Each creature must succeed on a DC 18 Wisdom saving throw or take 16 (3d10) psychic damage and become paralyzed until the end of its next turn.

Strategic Strike (Recharge 4-6). Melee or Ranged Weapon Attack: +11 to hit, reach 5 ft. or rang 150/600 ft., one target. Hit: 42 (8d8 + 6) piercing damage and the creature's AC is reduced by 4 (1d8) for the next minute. This effect can be applied multiple times, but cannot reduce a creature's AC below 10 + its Dexterity modifier.

Thoughtbow. Ranged Weapon Attack: +11 to hit, range 150/600 ft., one target. Hit: 15 (2d8 + 6) psychic damage and the creature must succeed on a DC 19 Wisdom saving throw or have its thoughts detected via a detect thoughts spell.

Thoughtsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage, or 17 (2d10 + 6) slashing damage if used with two hands and the creature must succeed on a DC 19 Wisdom saving throw or have its thoughts detected via a detect thoughts spell.

BONUS ACTION

Nimble Escape. Sir Agrava in can take the Dash or Disengage action as a bonus action on each of its turns.

REACTIONS

Thoughtful Dodge. When an attacker that Sir Agrava in can see hits him with an attack, if Sir Agrava in has detected its thoughts within the last minute, he can use his reaction to have the attack miss.

LEGENDARY ACTIONS

Sir Agrava in can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sir Agrava in regains spent legendary actions at the start of its turn.

Thoughtful Movement. Sir Agrava in moves up to his full speed without triggering attacks of opportunity. He can interact with one object during this move (no action required).

Disarming Strike (Costs 2 Actions). Sir Agrava in makes a weapon attack against a creature it can see. On a successful hit, in addition to the damage, the creature must make a DC 19 Strength saving throw or drop what it's currently holding to the ground.

Rearrange Mentality (Costs 3 Actions). With precise mental manipulation, Sir Agrava in attempts to change a creature's will. It must succeed on a DC 19 Wisdom saving throw or become charmed until the end of its next turn. While charmed in this way, it must spend its turn following Sir Agrava in's telepathic commands (no action required).



GAHERIS, TWIN OF GARETH

Medium humanoid (hero), lawful good

Armor Class 20 (plate, shield)

Hit Points 127 (17d8 + 51)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

Saving Throws. Dex +9, Con +7

Skills. Acrobatics +7, Athletics +9

Senses. passive Perception 10

Languages. Celestial, Common

Challenge. 9 (5,000 XP)

Brotherly Bond. If Gaheris fails a saving throw, but Gareth succeeds, Gaheris also succeeds.

Combo. If the last time a creature has taken damage this turn was from Gareth, Gaheris's next weapon attack gains one of the following additional effects:

- **Leaping Strike.** Gaheris can move an additional 15 feet as part of making the attack.
- **Overpower.** On a successful hit, the attack deals an additional die of the weapon's damage type.
- **Smashing Success.** On a successful hit, the target must succeed on a DC 17 or fall prone.

No effect can be chosen more than once in a single turn.

Coordinated Assault. Gaheris has advantage on an attack roll against a creature if Gareth is within 5 ft. of the creature and isn't incapacitated.

Hold Together. While Gaheris and Gareth are within 5 feet of each other, all attacks against them are made at disadvantage.

Move Together. Gaheris and Gareth roll initiative separately, then choose the higher initiative. They share that initiative and take their turns at the same time.

Strike Together. Gaheris and Gareth have a total of six attacks together. Each of them can make any number of those attacks on their turn.

Never Alone. If Gareth dies, Gaheris regains half of his maximum hit points. For the next minute, all of his weapon attacks automatically become critical hits.

ACTIONS

Multiattack. Gaheris uses his Wear, then makes any number of attacks from his and Gareth's six.

Warhammer. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) bludgeoning damage if used with two hands.

Wear (Recharge 5-6). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: The creature has vulnerability to all of the damage from the next attack that hits it.

REACTIONS

Overprotective. As a reaction to Gareth being targeted with an attack, Gaheris can jump in front of the attack, becoming the new target.

LEGENDARY ACTIONS

Gaheris and Gareth can take 6 legendary actions together, choosing from the options each of them has. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gaheris and Gareth regain spent legendary actions at the start of their turn.

Detect. Gaheris makes a Wisdom (Perception) check.

Strike. Gaheris makes a weapon attack.

Twin Magic (Costs 2 Actions). Gaheris and Gareth use their magic and teleport, swapping places with each other.

Double Trouble (Costs 6 Actions). Gaheris his warhammer to send a shockwave to a 20-foot radius, 100-foot high cylinder within 120 feet. Each creature within the area must make a DC 17 Strength saving throw, taking 9 (2d8) bludgeoning damage and being knocked in the air on a failure or taking half damage and not being knocked up on a success. Then, Gareth leaps at each creature in the air, dealing 13 (3d8) slashing damage and throwing them on the ground, knocking them prone.



GARETH, TWIN OF GAHERIS

Medium humanoid (hero), lawful good

Armor Class 17 (studded leather)

Hit Points 97 (13d8 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

Saving Throws. Dex +9, Con +7

Skills. Acrobatics +9, Athletics +7

Senses. passive Perception 10

Languages. Celestial, Common

Challenge. 9 (5,000 XP)

Brotherly Bond. If Gareth fails a saving throw, but Gaheris succeeds, Gareth also succeeds.

Combo. If the last time a creature has taken damage this turn was from Gaheris, Gareth's next weapon attack gains one of the following additional effects:

- **Destabilize.** On a successful hit, the target has disadvantage on Strength checks and saving throws until the end of Gareth's next turn.
- **Pinpoint.** On a successful hit, if the target is prone, it is restrained until the end of Gareth's next turn.
- **Retreat.** On a successful hit, Gaheris can move up to 15 feet without provoking attacks of opportunity.

No effect can be chosen more than once in a single turn.

Coordinated Assault. Gareth has advantage on an attack roll against a creature if Gaheris is within 5 ft. of the creature and isn't incapacitated.

Hold Together. While Gareth and Gaheris are within 5 feet of each other, all attacks against them are made at disadvantage.

Move Together. Gareth and Gaheris roll initiative separately, then choose the higher initiative. They share that initiative and take their turns at the same time.

Strike Together. Gareth and Gaheris have a total of six attacks together. Each of them can make any number of those attacks on their turn.

Never Alone. If Gaheris dies, Gareth regains half of his maximum hit points. For the next minute, all of his weapon attacks automatically become critical hits.

ACTIONS

Multiattack. Gareth uses his Tear, then makes any number of attacks from his and Gaheris's six.

Dual Shortswords. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage.

Tear (Recharge 5-6). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 26 (6d6 + 5) slashing damage and the creature has its movement speed halved until the end of its next turn.

REACTIONS

Overprotective. As a reaction to Gaheris being targeted with an attack, Gareth can jump in front of the attack, becoming the new target.

LEGENDARY ACTIONS

Gareth and Gaheris can take 6 legendary actions together, choosing from the options each of them has. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gareth and Gaheris regain spent legendary actions at the start of their turn.

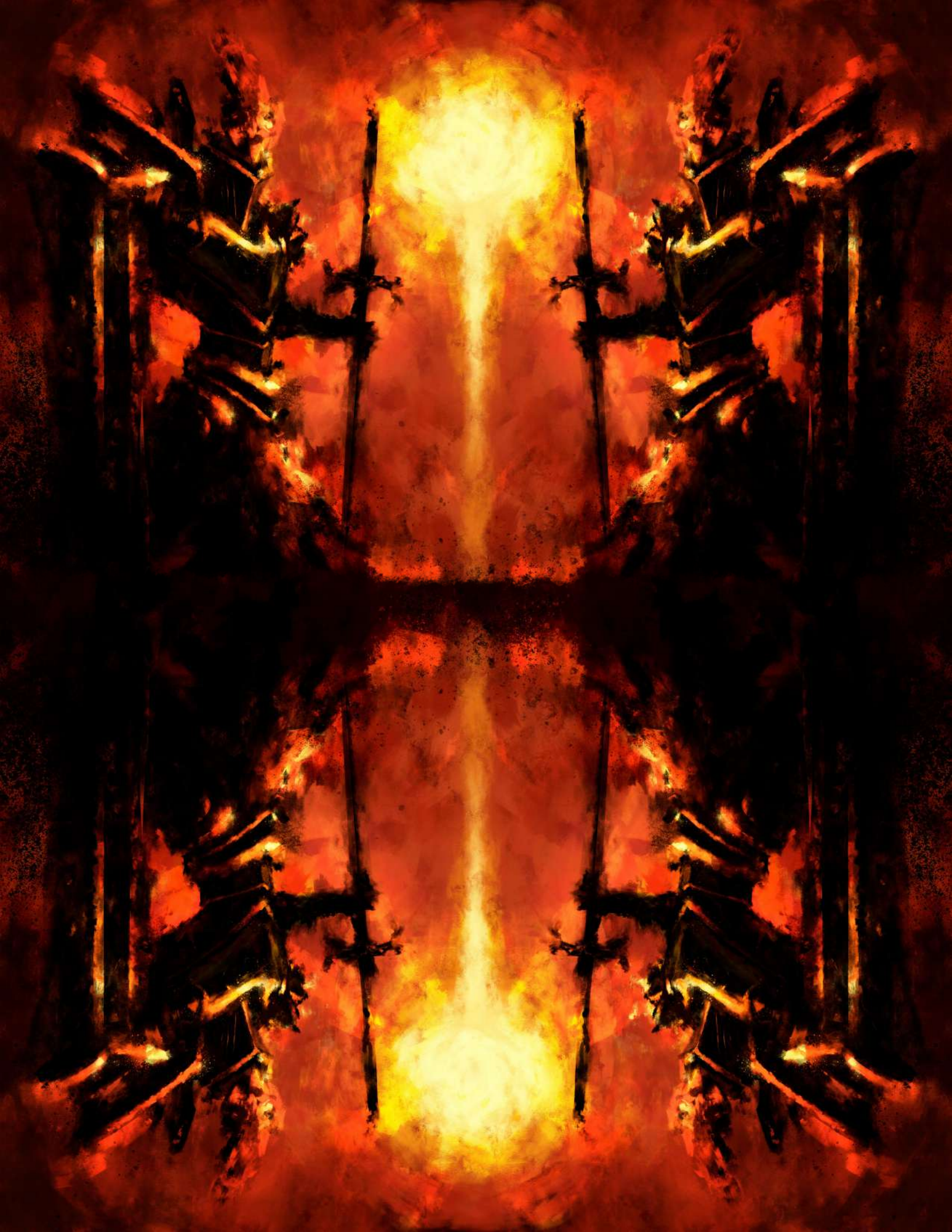
Detect. Gareth makes a Wisdom (Perception) check.

Strike. Gareth makes a weapon attack.

Twin Magic (Costs 2 Actions). Gareth and Gaheris use their magic and teleport, swapping places with each other.

Double Trouble (Costs 6 Actions). Gareth hurls his warhammer to send a shockwave to a 20-foot radius, 100-foot high cylinder within 120 feet. Each creature within the area must make a DC 16 Strength saving throw, taking 9 (2d8) bludgeoning damage and being knocked in the air on a failure or taking half damage and not being knocked up on a success. Then, Gaheris leaps at each creature in the air, dealing 13 (3d8) slashing damage and throwing them on the ground, knocking them prone.





GAHERIS & GARETH, CONJOINED MONSTROSITY

Huge monstrosity (hero), lawful good

Armor Class 23 (natural armor, shield)

Hit Points 199 (19d12 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	18 (+4)	9 (-1)	11 (+0)	10 (+0)

Saving Throws. Str +13, Dex +13, Con +11

Skills. Acrobatics +13, Athletics +13

Damage Resistances. bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities. charmed

Senses. passive Perception 10

Languages. Common

Challenge. 21 (33,000 XP)

Two-Headed. Gaheris & Gareth have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Maddened Assault. At the start of their turn, Gaheris & Gareth can choose to have advantage on all attacks they make this turn, but attacks against them until the start of their next turn will also have advantage.

Legendary Resistance (3/day). If the Gaheris & Gareth fail a saving throw, they can choose to succeed instead.

ACTIONS

Multiattack. Gaheris & Gareth use their Frightful Presence, then make up to six weapon attacks.

Frightful Presence. Each creature of Gaheris & Gareth's choice that is within 120 feet of Gaheris & Gareth and aware of them must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Gaheris & Gareth's Frightful Presence for the next 24 hours.

Shortswords. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage and, if the last time the creature was damaged this turn was by Gaheris & Gareth's Warhammer, Gaheris & Gareth can choose an additional effect:

- **Destroy.** The creature must make a DC 21 Constitution saving throw or become paralyzed until the end of its next turn.

- **Pinpoint.** If the creature is prone, the attack deals double damage.

- **Retreat.** After making the attack, Gaheris & Gareth can move up to their full movement without provoking attacks of opportunity.

Warhammer. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) bludgeoning damage and, if the last time the creature was damaged this turn was by Gaheris & Gareth's Shortswords, Gaheris & Gareth can choose an additional effect:

- **Overpower.** The attack deals an additional 9 (2d8) of the weapon's damage type.

- **Smashing Success.** The creature must succeed on a DC 21 Dexterity saving throw or be knocked prone and become restrained until the start of Gaheris & Gareth's next turn.

- **Throwing Strike.** The creature must succeed on a DC 21 Strength saving throw or be pushed back 15 feet.

Wear&Tear (Recharge 5-6). Gaheris & Gareth viciously attack a creature within 10 feet by first breaking its defenses, then lashing out. The creature must succeed on a DC 21 Dexterity saving throw or become stunned until the end of its next turn and take 111 (30d6 + 6) piercing damage.

LEGENDARY ACTIONS

Gaheris & Gareth can take 3 legendary actions together, choosing from the options they then have. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gaheris & Gareth regain spent legendary actions at the start of their turn.

Detect. Gaheris & Gareth make a Wisdom (Perception) check.

Strike (Costs 2 Actions). Gaheris & Gareth make one Shortsword and one Warhammer attack.

Double Destruction (Costs 3 Actions). Gaheris & Gareth their warhammer to send a shockwave to a 50-foot radius, 200-foot high cylinder within 120 feet. Each creature within the area must make a DC 21 Strength saving throw, taking 18 (4d8) bludgeoning damage and being knocked in the air on a failure or taking half damage and not being knocked up on a success. Then, Gaheris & Gareth leap at each creature in the air, dealing 18 (4d8) slashing damage and throwing them on the ground, knocking them prone.



GALHADAD

Once the purest knight of the realm, Galahad lost his faith when, after finding the Holy Grail, he begged the divine to let him choose the time of his death; and was denied. Afraid that his death could come at any time, despite him finding God's holiest artifact, Galahad slowly gave in to his despair and joined Morgan Le Fay. Using her magics, she turned him into a death-defying knight, giving his pain to those around him and then turning invisible. No longer is he a protector with a white shield, but rather a trained assassin who was shunned by divinity.

GALAHAD, DEATHLESS HERETIC

Medium monstrosity, chaotic evil

Armor Class 20 (plate)
Hit Points 152 (16d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	16(+3)	20(+5)	11(+0)	20(+5)	17(+3)

Saving Throws. Str +14, Con +11

Skills. Athletics +14

Damage Vulnerabilities. radiant

Damage Resistances. necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities. poison

Condition Immunities. charmed

Senses. blindsight 30 ft., passive Perception 15

Languages. Common

Challenge. 20 (25,000 XP)

Deadman's Will. Galahad regains 15 hit points at the start of his turn, as long as he isn't at 0 hit points.

Defy Death. If damage reduces the Galahad to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Galahad drops to 1 hit point instead.

Falcon of Summer. As an action, Galahad can shapeshift into a giant eagle. While in this form, he maintains the ability to speak and understand Common, and keeps his mental statistics. When he uses his action to change or when he reaches 0 hit points, he reverts to his true form.

Fear of Death. Galahad is terrified of death. He automatically fails all saving throws against being frightened.

Legendary Resistance (3/day). If Galahad fails a saving throw, he can choose to succeed instead.

Spellcasting. Galahad casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: invisibility (self only), minor illusion, toll the dead

3/day each: branding smite, command, fear

1/day each: cloudkill, death ward

ACTIONS

Multiattack. Galahad uses his Shared Suffering, then makes four attacks, two with each sword.

Abjure the Pure. Galahad chooses up to three creatures within 5 feet of him, discovering whether their soul is pure or not. Each creature must succeed on a 19 Charisma saving throw or have its true soul revealed to Galahad. If it is of a good alignment, it is shunted to a different dimension as per the banishment spell for the next 1d4+1 rounds (minimum of 1). If it is of an evil alignment, this has no effect.

Sword with the Red Hilt. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) slashing or 21 (3d8 + 8) slashing damage, if the creature has dealt damage to Galahad since the end of his last turn.

Sword of Strange Hangings. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) slashing damage and the creature is linked to Galahad until the start of his next turn. While linked, the creature can't willingly move more than 5 feet away from Galahad. If it attempts to teleport, the link tightens, dealing 9 (2d8) bludgeoning damage and preventing the teleportation.

Shared Suffering (Recharge 4-6). Galahad chooses a creature within 60 feet of him. It succeeds on a 19 Constitution saving throw or become marked until the start of Galahad's next turn. While marked, whenever Galahad takes damage, the marked creature takes an equal amount of necrotic damage.

REACTIONS

Last Survivor (5/Day). As a reaction to being hit with a melee attack, Galahad can make a sword attack against a creature within range.


LEGENDARY ACTIONS

Galahad can take 3 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Galahad regains spent legendary actions at the start of its turn.

Strike. Galahad makes one sword attack.

Escape Death (Costs 2 Actions). Galahad teleports up to 60 feet to a point he can see and turns invisible until the start of his next turn.

Quest for Love (Costs 3 Actions). Galahad recharges his Shared Suffering and uses it.



GALAHAD, ASCETIC DEFENDER

Medium humanoid (hero), lawful good

Armor Class 21 (plate, shield)

Hit Points 161 (17d8 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	16 (+3)	20 (+5)	11 (+0)	20 (+5)	17 (+3)

Saving Throws. Str +12, Con +10

Skills. Athletics +12, Insight +10

Damage Resistances. poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities. charmed, frightened

Senses. blindsight 30 ft., passive Perception 15

Languages. Celestial, Common

Challenge. 14 (11,500 XP)

Falcon of Summer. As an action, Galahad can shapeshift into a giant eagle. While in this form, he maintains the ability to speak and understand Common, and keeps his mental statistics. When he uses his action to change or when he reaches 0 hit points, he reverts to his true form.

Heroic Shield. Galahad's successful shove attacks push the creature an additional 15 feet back.

Legendary Resistance (1/day). If Galahad fails a saving throw, he can choose to succeed instead.

Spellcasting. Galahad casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: guidance, light, sanctuary

3/day each: aid, branding smite, command

1/day each: revivify

Unwavering Bravery. Galahad and all allied creatures within 30 feet of him are immune to the charmed and frightened conditions.

Valiant Will. Galahad regains 10 hit points at the start of his turn, as long as he isn't at 0 hit points.

BONUS ACTIONS

Blades of Galahad. Galahad sheaths one of his swords and takes out the other sword. Galahad can only take this bonus action before making both of his attacks.

ACTIONS

Multiattack. Galahad uses Templar Shield, then makes two attacks.

Sword with the Red Hilt. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing or 16 (2d8 + 7) slashing damage, if the creature has dealt damage to Galahad since the end of his last turn.

Sword of Strange Hangings. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage and the creature is linked to Galahad until the start of his next turn. While linked, the creature can't willingly move more than 10 feet away from Galahad. If it attempts to teleport, the link tightens, dealing 4 (1d8) bludgeoning damage and preventing the teleportation.

Templar Shield (Recharges 4-6). Galahad empowers his shield, then lets out a burst of sacred light in a 30-foot cone in front of him. Every creature in the cone must succeed a 20 Constitution saving throw or take 22 (5d8) radiant damage and become blinded and deafened for the next minute. An affected creature can repeat the saving throw at the end of its turn, ending the effect on a success.

Test of Purity. Galahad touches a creature within 5 feet of him, discovering whether its soul is pure or not. The creature must succeed on a 18 Charisma saving throw or have its true soul revealed to Galahad. If it is of a good alignment, it is cured of all conditions and calmed as per the calm emotions spell. If it is of an evil alignment, it is paralyzed for one minute, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

REACTIONS

Bulwark of Camelot. As a reaction to seeing a creature within 30 feet being hit by an attack, Galahad projects his shield to defend it, adding 4 to its AC until the start of Galahad's next turn.

Defender of Man (5/Day). As a reaction to seeing a creature within 5 feet be attacked, Galahad can swap places with the creature, becoming the new target of the attack.

LEGENDARY ACTIONS

Galahad can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Galahad regains spent legendary actions at the start of its turn.

Protect. Galahad moves up to 60 feet towards an allied creature. If Galahad ends his movement within 5 feet of it, the creature gains resistance to one damage type of Galahad's choice until the start of Galahad's next turn.

Strike. Galahad makes one sword attack.





LANCELOT

Medium humanoid (hero), chaotic good

Armor Class 17 (splint)
Hit Points 127 (17d8 + 51)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	20 (+5)	16 (+3)	11 (+0)	11 (+0)	17 (+3)

Saving Throws. Dex +9, Cha +7

Skills. Acrobatics +9, Intimidation +7, Persuasion +7

Damage Resistances. radiant

Condition Immunities. grappled, restrained

Senses. passive Perception 10

Languages. Celestial, Common

Challenge. 9 (5,000 XP)

Brave. Lancelot has advantage on saving throws against being frightened.

Evasion. If Lancelot is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Lancelot instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Expert Dueler. If Lancelot moves at least 15 feet before moving an attack, he does so at advantage.

Lead the Charge. Lancelot has advantage on initiative checks.

Legendary Resistance (1/day). If Lancelot fails a saving throw, he can choose to succeed instead.

Mounted Movement (Steed Form Only). Lancelot can take the Disengage or Hide action as a bonus action on each of his turns.

Spellcasting. Lancelot casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: guidance, light

3/day each: aid, command 1/day each: revivify

Trusted Steed. The Lancelot rides a magical steed, which helps him in battle. Lancelot's first 50 hit points are considered those of his horse. While on his horse, Lancelot has access to his Mounted Movement and Gallop abilities, and his movement speed is 60 feet. When his horse dies, Lancelot loses access to those abilities, his movement speed's reduced to 30 feet and his multiattack now makes three sword attacks instead of two lance attacks.

ACTIONS

Multiattack. Lancelot uses his Remarkable Beauty, then Gallops, then makes two lance attacks if he is mounted or three sword attacks if he isn't.

Lance. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) piercing damage + 7 (2d6) radiant damage. The target has disadvantage on all attacks on creatures other than Lancelot until the end of their turn.

Remarkable Beauty. Lancelot hones in on a creature within 60 feet. It must make a 15 Wisdom saving throw. On a failure, they become charmed by Lancelot. While charmed in this way, they follow his verbal commands (no action needed) and consider him an ally. They may repeat the saving throw at the end of each of their turns, ending the effect on a success. Once they succeed on the saving throw, they become immune to this effect for the next 24 hours.

Sword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage.

Gallop (Recharges 4-6). Lancelot dashes forward in a 30-foot long, 10-foot wide line, trampling over every creature in his way. Each creature within range must make a 17 Dexterity saving throw. On a failure, they take 10 (3d6) bludgeoning damage and are knocked prone. Lancelot can choose to carry one creature with him until the end of the charge.

FALLEN LANCELOT

Medium monstrosity, chaotic evil

Armor Class 18 (plate)
Hit Points 144 (17d8 + 68)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	22 (+6)	18 (+4)	11 (+0)	11 (+0)	19 (+4)

Saving Throws. Dex +11, Con +9, Cha +9

Skills. Acrobatics +11, Intimidation +9, Persuasion +9

Damage Resistances. necrotic, poison, radiant, thunder

Condition Immunities. charmed, frightened, grappled, restrained

Senses. darkvision 120 ft., passive Perception 10

Languages. Celestial, Common, Infernal

Challenge. 15 (13,000 XP)

Crazed Mind. Whenever Lancelot is forced to make a Wisdom or Intelligence saving throw, he goes into a maddened craze. Until the start of the end of his next turn, all his attacks are made at advantage and all attacks against him are also made at advantage.

Endless Philandry. Lancelot can't tolerate seeing anyone but himself receiving love. If a creature Lancelot can see becomes charmed by another creature, Lancelot's attacks against that creature deal an additional 11 (2d10) psychic damage.

Evasion. If Lancelot is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Lancelot instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Expert Dueler. If Lancelot moves at least 15 feet before moving an attack, he does so at advantage.

Ghostly Steed. The Lancelot rides a magical steed, which helps him in battle. Lancelot's first 75 hit points are considered those of his horse. While on his horse, Lancelot has access to his Mounted Movement and Deathly Gallop abilities, and his movement speed is 60 feet. When his horse dies, Lancelot loses access to those abilities, his movement speed's reduced to 30 feet and his multiattack now makes three sword attacks instead of two lance attacks.

Lead the Charge. Lancelot has advantage on initiative checks.

Mounted Movement (Steed Form Only). Lancelot can take the Disengage or Hide action as a bonus action on each of his turns.

Spellcasting. Lancelot casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: minor illusion, darkness

3/day each: command, fear, vampiric touch

1/day each: animate dead

Legendary Resistance (2/day). If Lancelot fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Lancelot uses his Distorted Beauty, then Deathly Charge, then makes two lance attacks if he is mounted or three sword attacks if he isn't.

Deathly Charge (Recharges 4-6). Lancelot dashes forward in a 60-foot long, 10-foot wide line, trampling over every creature in his way. Each creature within range must make a 19 Dexterity saving throw. On a failure, they take 14 (4d6) necrotic damage and are knocked prone. Lancelot can choose to carry one creature with him until the end of the charge.

Distorted Beauty. Lancelot hones in on two creatures within 60 feet. It must make a 17 Wisdom saving throw. On a failure, they become frightened by Lancelot. While frightened in this way, it follows his verbal commands (no action needed) and considers him an ally. They may repeat the saving throw at the end of each of their turns. On a failure, they take 7 (2d6) necrotic damage. On a success, they end the effect.

Lance. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 12 (1d12 + 6) piercing damage + 7 (2d6) poison damage. The target has disadvantage on all attacks on creatures other than Lancelot until the end of their turn.

Sword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) slashing damage.

REACTIONS

Poison Love. When a creature within 10 feet of Lancelot would restore hit points, Lancelot can use his reaction to poison the healing. The creature instead takes necrotic damage equal to the hit points it would have restored.

LEGENDARY ACTIONS

Lancelot can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Lancelot regains spent legendary actions at the start of its turn.

Seduced Charge. Lancelot moves up to half his movement towards a creature, then makes one weapon attack.

Maddened Frenzy (Costs 2 Actions). Lancelot spins his lance in a mad whirl. All creatures within 15 feet of him must make a 19 Dexterity saving throw, taking 13 (2d12) piercing damage on a failure and half on a success.

Run Away Together (Costs 3 Actions). Lancelot chooses a creature within 30 to be permanently seduced by, until death do them part. The creature must make a 17 Charisma saving throw. On a failure, Lancelot and the creature are teleported to a different dimension until the end of Lancelot's next turn. While in this dimension, the creature is the only creature that can target or damage Lancelot and vice versa.





MORGAN LE FAY, MASTER MANIPULATOR

Medium humanoid, lawful evil

Armor Class 19 (natural armor)

Hit Points 202 (27d8 + 81)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	23 (+6)	16 (+3)	24 (+7)

Saving Throws. Con +11, Int +14, Wis +11, Cha +15

Skills. Arcana +22, Deception +23, History +14, Insight +11, Intimidation +23, Perception +11, Persuasion +23

Damage Resistances. cold, necrotic

Damage Immunities. poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities. charmed, frightened, poisoned

Senses. truesight 120 ft., passive Perception 21

Languages. Abyssal, Common, Draconic, Infernal, Undercommon, telepathy 300 ft.

Challenge. 26 (90,000 XP)

Legendary Resistance (3/Day). If Morgan Le Fay fails a saving throw, she can choose to succeed instead.

Empowered Rejuvenation. If she has a phylactery, Morgan Le Fay gains a new body 1d4 days after her death, regaining all her hit points and becoming active again. The new body appears within 5 feet of the phylactery and is not considered undead.

Magic Resistance. The Morgan Le Fay has advantage on saving throws against spells and other magical effects.

Web of Lies. Morgan Le Fay ignores immunity to the charmed condition. Creatures with immunity to the condition instead have advantage on saving throws against being charmed by her. In addition, all of Morgan Le Fay's spells and abilities that charm a creature last until dispelled and cannot be ended via taking damage.

Shapechanger. Morgan Le Fay can use its action to polymorph into any other humanoid, monstrosity or fiend, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying is transformed alongside her. She reverts to her true form if it dies.

ACTIONS

Multiattack. Morgan Le Fay casts a spell, then makes up to four weakening bolt attacks.

Corruption (Recharge 4-6). Morgan Le Fay uses one of her following corruption abilities:

Chains of Corruption. chooses up to three creatures within 300 feet. Each creature must succeed on a DC 23 Wisdom saving throw or become charmed (no concentration required). While charmed in this way, the creature becomes immune to the grappled, paralyzed, restrained and stunned conditions and must spend its turns following Morgan Le Fay's telepathic commands (no action required). This effect counts as a 7th level spell for the purpose of dispelling.

Drain the Corrupted. Morgan Le Fay deals 44 (8d10) necrotic damage to each creature she has charmed. She regains hit points equal to half the total damage dealt, but not more than half her maximum hit points.

Spellcasting. Morgan Le Fay casts one of the following spells, using Charisma as the spellcasting ability (spell save 23):

At-will: *animate dead, detect thoughts, invisibility, mage armor, major image, mirror image*

5/Day each: *banishment, blight, cloudkill, detect magic, dispel magic, dominate person*

3/Day each: *counterspell (5th level), disintegrate, dominate monster, finger of death, globe of invulnerability, teleport*

1/day each: *astral projection, plane shift, power word stun, power word kill*

Weakening Bolt. *Ranged Spell Attack:* +15 to hit, range 60/120 ft., one target. Hit: 29 (4d10 + 7) necrotic damage. If this is the second time the target has been hit with this attack, it must succeed on a DC 23 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Summon Horde (1/Day). Morgan Le Fay summons non-legendary undead, monstrosities or fiends whose CR totals 15 or lower. They all share her initiative, but take their turn immediately after hers and follow her telepathic commands (no action required).

BONUS ACTION

Shadow of Avalon (5/Day). Morgan Le Fay channels the very shadows of Avalon, becoming invisible until the start of her next turn and gaining a flying speed of 100 feet. Casting a spell or making an attack does not break this invisibility.

REACTIONS

Turn Against Another (3/Day). As a reaction to becoming the target of an attack or spell, Morgan Le Fay switches place with a charmed creature within 60 feet of her, which becomes the new target of the attack or spell.

LEGENDARY ACTIONS

Morgan Le Fay can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Morgan Le Fay regains spent legendary actions at the start of her turn.

Spell. Morgan Le Fay casts one of her At-Will or 5/Day spells.

Take Control (Costs 2 Actions). Morgan Le Fay chooses a creature she has charmed. That creature moves up to its full movement, then makes a weapon attack or casts a spell of 5th level or lower.

Echoing Scream (Costs 3 Actions). Morgan Le Fay lets out a scream of pure anguish within a 30-foot radius around her. Each creature of her choice within the radius must make a DC 23 Wisdom saving throw. On a failure, they take 26 (4d12) psychic damage and become frightened of Morgan Le Fay for 1 minute. A creature can repeat the saving throw at the end of each of its turns. On a failure, it takes 26 (4d12) psychic damage. On a success, it ends the effect on itself. If a target's saving throw is successful or the effect ends for it, the target is immune to the scream for the next 24 hours.

MERLIN THE GRAND WIZARD

Medium humanoid (hero), lawful good

Armor Class 13 (16 with *mage armor*)

Hit Points 266 (41d8 + 82)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	16 (+3)	14 (+2)	24 (+7)	18 (+4)	16 (+3)

Saving Throws. Int +15, Wis +12, Cha +11

Skills Arcana. +23, History +23, Insight +12, Perception +12

Damage Resistances. force; damage from spells

Senses. passive Perception 22

Languages. Celestial, Common, Elvish, Primordial, Sylvan

Challenge. 26 (90,000 XP)

Legendary Resistance (3/day). If the Merlin fails a saving throw, it can choose to succeed instead.

Magic Mastery. At the start of each turn, Merlin chooses either cold, fire or force. Merlin gains resistance to the damage type he's chosen until the start of his next turn, and can use the actions associated with that damage type. Merlin's Elemental Bolt attack has an additional effect based on the chosen element.

cold: The target must make a DC 23 Strength saving throw or grappled and restrained until the end of its next turn.

fire: The target takes an additional 16 (3d10) damage at the start of its next turn.

force: The target must make a DC 23 Constitution saving throw or become stunned until the start of its next turn.

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Mind of Myriddin. Merlin can concentrate on two spells at the same time, but rolls concentration for them as a single spell. When he fails a concentration check, he loses concentration on both spells.

Spellcasting. Merlin casts one of the following spells, using Intelligence as the spellcasting ability (spell save 23):

At will: *fireball* (3rd level), *light*, *mage hand*, *magic missile* (5th level), *message*, *prestidigitation*

5/Day each: *banishment*, *detect magic*, *fly misty step*, *screaming*

3/Day each: *cone of cold*, *counterspell* (5th level), *teleport*, *wall of force*

1/day each: *globe of invulnerability*, *mind blank*, *time stop*, *true seeing*

Reflector Mage. Whenever Merlin successfully counters a spell, he may choose to instead redirect it to a different area or different targets.

ACTIONS

Multiattack. Merlin casts a spell, then uses two elemental attacks of the element he's chosen.

Arcane Overload (3/Day). Merlin casts two spells.

Conjure Wall (Any). Merlin focuses his energy into a wall of energy. If his chosen element is cold, he casts wall of ice. If his chosen element is fire, he casts wall of fire. If his chosen element is force, he casts wall of force. When the spell is cast in this way, it only lasts one round.

Elemental Bolt (Any). Ranged Spell Attack: +15 to hit, range 120/300 ft., one target. Hit: 18 (2d10 + 7) cold fire or force damage. The bolt has an additional effect based on the chosen element (described in the Magic Mastery ability).

Cold Freeze (Recharge 5-6). Merlin chooses a point within 300 feet, dropping the temperature drastically. Each creature within a 30-foot radius sphere must make a 23 Constitution saving throw. On a failure, they take 13 (3d8) cold damage and are paralyzed until the end of Merlin's next turn. On a success, they take half damage and are not paralyzed.

Fire Tornado (Recharge 5-6). Merlin conjures up a tornado of flames at a point within 120 feet. It erupts within a 20-foot radius, 100-foot tall cylinder. All creatures in the area must make a DC 23 Dexterity saving throw, taking 30 + 52 (15d6) fire damage on a failure and half on a success. The tornado then remains in the area until the end of Merlin's next turn. Within the area, flying speeds are reduced to 10 feet. Any creature who enters the area or starts its turn inside it must make a DC 23 Dexterity saving throw, taking 28 (8d6) fire damage on a failure and half on a success.

Force Burst (Recharge 5-6). Merlin lets out a burst of force energy within a 60-foot radius around him. Each creature within the radius must make a DC 23 Strength saving throw. On a failure, they take 33 (6d10) force damage and are pushed back 60 feet. On a success, they take half damage and are not pushed. Until the end of Merlin's next turn, all ranged attacks against him automatically fail and creatures within 60 feet of him have their movement speed halved, as a force bubble is created.

REACTIONS

Arcane Retort. Merlin adds 3 to its AC against one attack that would hit it. To do so, the Merlin must see the attacker.

LEGENDARY ACTIONS

Merlin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Merlin regains spent legendary actions at the start of its turn.

Wizardry. Merlin casts a spell of 5th level or lower.

Displacement (Costs 2 Actions). Merlin teleports up to 500 feet to an unoccupied space, whether it can see it or not.

World Spell (Costs 3 Actions). Merlin gathers the magic of the universe, retracing its steps. Merlin chooses any number of spells that have been cast by creatures other than him since the end of his last turn, then casts each of those spells at the same level they were cast, choosing different targets. This effect can be countered and is considered a 7th level spell.





ARTHUR PENDRAGON, THE GODKING

Medium celestial, lawful good

Armor Class 22 (enchanted plate)

Hit Points 285 (30d8 + 150)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	20 (+5)	21 (+5)	16 (+3)	16 (+3)	19 (+4)

Saving Throws. Str +17, Dex +14, Con +14, Wis +12, Cha +13

Skills. Athletics +17, Insight +21, Perception +12, Religion +21

Damage Resistance.s poison

Damage Immunities. radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities. blinded, charmed, frightened

Senses. darkvision 120 ft., passive Perception 22

Languages. Celestial, Common

Challenge. 29 (135,000 XP)

Magic Resistance. King Arthur has advantage on saving throws against spells and other magical effects.

Legendary Resistance (4/day). If King Arthur fails a saving throw, he can choose to succeed instead.

King's Last Stand (Recharges after a Short or Long Rest). If King Arthur would be reduced to 0 hit points, his current hit point total instead resets to 200 hit points, he recharges his Blinding Light, and he regains any expended uses of Legendary Resistance. Additionally, he can now use his Mythic Actions during the next hour.

King of Camelot. While in combat, King Arthur always has possession of the Crown of Camelot and cannot lose possession of it.

Magic of Excalibur. King Arthur also gains the following benefits from his blade, Excalibur:

- **Unliftable.** No other creature can lift Excalibur.
- **Champion's Rally.** King Arthur can cast the compelled duel spell at will.
- **Sheathe of Defense.** While Excalibur is not drawn, King Arthur has resistance to bludgeoning, piercing, and slashing damage.

Spellcasting. King Arthur can cast the following spells without requiring material components, using Charisma as the spellcasting ability (spell save 21):

At will: *daylight, dispel magic, prayer of healing, sanctuary*
2/day each: *flame strike, king's court*, spirit guardians*
1/day each: *commune, heal, plane shift*

*part of the Legends of Camelot Compendium

ACTIONS

Multiattack. King Arthur uses his Mark of the Round Table, then makes three Excalibur attacks.

Excalibur. Melee Weapon Attack: +20 to hit, reach 5 ft., one target. Hit: 18 (2d6 + 11) slashing damage and 16 (3d10) radiant damage.

Mark of the Round Table. King Arthur chooses a Mark of the Round Table from amongst his Knights, using one of the following abilities:

Agravain's Strike. King Arthur makes an Excalibur attack against a creature within range. On a hit, the creature's Armor Class is reduced by 5 (1d10) for the next minute. This effect can be applied multiple times, but cannot reduce a creature's AC below 10 + its Dexterity modifier.

Bedivere's Dauntlessness. King Arthur ends all instances of the grappled, poisoned or petrified conditions and gains immunity to all these conditions until the end of his next turn.

Brother Knights' Bond. King Arthur conjures up a spectral duplicate of himself within 60 feet of him. The duplicate shares his AC, but only has 1 hit point. King Arthur can make his weapon attacks either from himself or his duplicate and can change places with the duplicate as a bonus action.

Galahad's Shield. King Arthur conjures a spectral shield, then lets out a burst of sacred light in a 30-foot cone in front of him. Each creature in the cone must succeed on a DC 25 Constitution saving throw or take 22 (5d8) radiant damage and become blinded and deafened for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Gawain's Faith. King Arthur casts *guardian of faith* twice. If he uses this ability again the two previous instances of the spell vanish.

Kay's Insults. King Arthur lets out a flurry of insults, forcing the temper of a creature within 60 feet. The creature must succeed on a DC 25 Wisdom saving throw or take 36 (8d8) psychic damage and become charmed for 1 minute. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. While charmed in this way, a creature is filled with anger, can't willingly move more than 5 feet away from King Arthur, has disadvantage on all checks to maintain concentration on spells, can only use its action to make weapon or spell attacks.

Lancelot's Gallop. King Arthur dashes forward in a 30-foot long, 10-foot wide line, trampling over every creature in his way. Each creature within range must make a DC 25 Dexterity saving throw. On a failure, a creature takes 21 (6d6) bludgeoning damage and is knocked prone. King Arthur can choose to carry one creature with him until the end of the charge.

Lamorak's Rampage. King Arthur enters a rampage until the end of his turn. His movement speed becomes 100 feet, and he can make up to 8 Excalibur attacks. At the end of his turn, King Arthur becomes stunned until the end of his next turn.

Blinding Light (Recharge 4-6). King Arthur makes Excalibur shine with bright radiant light. Each creature within a 60-foot radius of King Arthur must make a DC 25 Constitution saving throw. On a failure, a creature takes 66 (12d10) radiant damage and is blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a success, a creature takes half damage and is not blinded.

BONUS ACTION

Fury of Avalon (1/Day). King Arthur conjures the wrath of his kingdom. For the next minute, he can make an additional attack with Excalibur as part of his Multiattack.

Come Forth (3/Day). King Arthur summons a pegasus to his aid. The pegasus shares his initiative count, but takes its turn immediately after him and follows his verbal commands (no action required).

LEGENDARY ACTIONS

King Arthur can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. King Arthur regains spent legendary actions at the start of its turn.

Decisive Strike. King Arthur moves up to 50 feet and makes a weapon attack. This movement doesn't provoke attacks of opportunity, ignores difficult terrain and effects that would hinder or slow movement (such as the slow or spike growth spells.)

Detect. King Arthur makes a Wisdom (Perception) check.

Mark (Costs 2 Actions). King Arthur uses his Mark of the Round Table.

Storm of Judgement (Costs 3 Actions). King Arthur begins spinning rapidly with his sword, turning into a whirlwind. Until the start of his next turn, King Arthur cannot be hit by ranged attacks and each creature that starts its turn within a 10-foot radius of him or moves into the radius for the first time on a turn must make a DC 25 Dexterity saving throw, taking 26 (4d12) damage on a failed save and half on a success.



MYTHIC ACTIONS

If King Arthur's mythic trait is active, it can use the options below as legendary actions for 1 hour after using King's Last Stand.

Camelot's Chains. King Arthur throws chains of light unto one creature within 90 feet. It must make a DC 25 Strength saving throw or become paralyzed and restrained until the end of King Arthur's next turn.

Avalonian Assault (Costs 3 Actions). King Arthur throws Excalibur up to 200 feet towards a creature and makes a melee weapon attack. On a hit, the attack deals 52 (8d12) + 50 slashing damage. The sword then returns in his hand.

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