

# 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.