

Artifacts of Ancient Heroes

The Items Of Long Dead Heroes

A Collection of Magic Items for 10th-20th level characters

by Billius McGiles

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This is a Work In Progress and is subject to change.



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Ganon the Elven King

Ganon of Eaerlann

Ganon was born into elven royalty and due to his title was pressed to be trained from a young age, to a degree which caused him to resent his father Eiann, who was a terrible king and a worst general.

On the culmination of his fiftieth year Eaerlann was attacked by the Orcs who roamed the High Forest. In Hordes they bombarded the streets for weeks, the city repelled the attacks but soon enough the Orcs made it to the Palace grounds. With his father dead from an earlier battle and his crying mothers tears running down his leathers he prayed to Silvanus to give him the strength to save his people.

In that moment time stopped and Silvanus gave to him these artifacts saying should he succeed he would be forever in her favor as her champion.

That day he faced off against 200 Orcs alone outside of the palace, and Won.

He then went on to cleanse his city of the monsters contained within its walls.

When all was said and done, the battle ended... he returned home a newly formed crown of vines adorning his head. From that day on he was titled King of Eaerlann, he reigned for 300 years leading Eaerlann to prosperity before its eventual fall.

Ganon's Bolt

Weapon (Short Sword), Artifact-Requires Attunement

This Short Sword has a silver blade adorned in engravings of two parallel lightning bolts that meet towards the point. The hilt is small but detailed which comes down to an ash handle, capped with a silver pommel that has a sapphire embedded in it.

While attuned to this weapon it functions as a +2 Short Sword.

When pulled from it's sheathe during combat the blade transforms into an ever moving lightning bolt.

+2/1d6+2+1d6 Lightning Damage/5ft.

Light, Finesse, Piercing

The Hand of Ganon

Wondrous Item, Artifact-Requires Attunement

This single leather arm guard is embroidered with beautiful leaves, deer and a captivating landscape captured in incredible detail to be in leather.

While attuned to this gauntlet your ranged weapons once per turn will fire an additional projectile.

This is considered a free action and is treated as another attack.

This cannot be stacked with other similar effects.

Ganon's Mark

Weapon (Longbow), Artifact-Requires Attunement

This Longbow is made from squared Dragon Bone that meets at an Ancient Oak handle. It's strung with a very thin but strong natural vine.

While attuned to this weapon you can cast hunters mark as a bonus action. While attacking a creature you've marked you have advantage. This bow can cast Hail Of Thorns Once a Day. Once a Week this bow can help you create a Misty Arrow. This is an arrow that can be shot and casts misty step wherever it lands if there is room for the creature.

+2/1d8+2/200-600ft.

Light, Ammunition, Two-Handed

HUNTER'S MARK

1st-level divination Casting Time: 1 bonus action Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends. You can use a bonus action on a subsequent turn of yours to mark a new creature. At Higher Levels, when you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

HAIL OF THORNS

1st-level conjuration Casting Time: 1 bonus action Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack before the spell ends; this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, and half as much damage on a successful one. At Higher Levels, If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).

MISTY STEP

2nd-level conjuration Casting Time: 1 bonus action Range: Self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Misty Arrow

You meditate with the bow for an hour over a mundane arrow. You must succeed a DC 15 (Wisdom Check) or the arrow turns to ash. Only one can be held at a time or else the first loses its enchantment.

The bow helps by adding +4 to the Wisdom Check to create a Misty Arrow.

Misty Arrow requires no components, has no casting time and its range is equal to the bow's first increment of 200ft.