

Artifacts of Ancient Heroes

The Items Of Long Dead Heroes

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

by Billius McGiles

Table of Contents

Ganon the Elven King-Pg.2
Orrgann the Femme Fatale-Pg.4
Daramée Pwent the Dwarven Brewer-Pg.6
Veyleron Feywin The Ghost-Pg.8

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



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

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.

Orrgann the Femme Fatale

Orrgann Valaiel

Orrgann was born to a drow mother and human father. Her father the ever-charming rogue whilst on an excursion to the underdark, slept with one of the guides. The excursion took one full year and many people died including her mother, who died giving birth. She was raised in Illefarn. Taught by her father at a young age to use her charisma to steal and get her means of living she became a budding young thief. As she grew so did her taste for the finer things and the level of her crime. Moving on to murder *and using her wits and beauty* she made quite a name for herself. She spent a lot of her life seeking out wizards and sorcerers to create powerful items for her and many feared her for her reputation of seeking out artifacts and killing their owners to attain them. She died in Waterdeep at the ripe old age of 202.

Bandolier Of Many Daggers

Wondrous Item, Artifact-Requires Attunement

This is a black leather bandolier that is hung from one shoulder to the waist. While attuned to this Bandolier you can bestow the Returning feature to five mundane daggers.

Returning-When this weapon ends its attack more than 10ft. from you it teleports back to its sheath.

Boots of Shadow

Wondrous Item, Artifact-Requires Attunement

These boots are black as night and in darkness are completely invisible. They are stitched in a manner similar to a Leopard.

While attuned to these boots you may use the shadows themselves to your advantage.

While dimly lit you have advantage on stealth checks and +5 on checks to hide, Even in plain sight as the shadow swarms to obscure you.

Once a day you may...

Travel via Shadows - You can teleport through shadows to anywhere your familiar with on this plane. Long as it is covered in shadow at the time.

Once an Encounter you may...

Shadow Step - Fall through your on shadow and teleport place within 60ft. that is low-lit or dark.

Bloodbane

Weapon (Dagger), Artifact (Sentient)-Requires Attunement

This Dagger has a Jagged Obsidian Blade that erupts from the mouth of a carved ebony Panther, with it legs outstretched and a green spherical Gem held aloft in its tail.

While Attuned to this weapon it functions as a +3 dagger, It has the Following Magical Properties...

Soulbound

While attempting to attune to this weapon it will insist that you accept its bond, it must be spoken word.

If one does not except the bonding, the blade will retract into the panther and it becomes ethereal falling through your hands and the floor.... disappearing.

*If the player accepts the bonding, the dagger and player are **Soulbound**.*

If bound the dagger releases it's magical effects and will use its awareness to the best of it abilities to help the player, as long as it and the player are on good terms.

Once bound the dagger cannot be thrown away, forgotten or destroyed by anything less powerful than a God.

As it will always reappear somewhere near you. Even if it is mad or disgusted with you.

Alert

While attuned to this weapon you cannot be surprised, the dagger adds +2 to active Perception rolls while unsheathed.

It also adds +2 to your passive Perception.

Called

This is a Called weapon, when its name is spoken by its soulbound counterpart it teleports to your dominant hand.

+3/1d4+3+1d6 Poison Dmg./5ft-60ft

Sentience

Bloodbane is a sentient neutral weapon with an Intelligence of 16, Wisdom of 14, and a Charisma of 13.

It has Hearing and Darkvision out to 60ft.

The weapon can read, speak and understand elven and common, it can communicate with its wielder telepathically.

Its voice is a soft cracking whisper.

Personality

This weapon speaks to you as if your partner. It seeks nothing more than to kill those who oppose you.

This weapon believes that all other weaponry is inferior and will Hide if it feels unwanted.

It becomes angry if forgotten or if destruction is attempted.

If made angry this Weapon will actively try to ruin your life.

- *It will ruin Conversations*
 - *It will tell on you*
 - *It will lie to you*
- *It will even try to poison and kill you*
If angered...

Bloodbane will renounce all properties and special abilities, except its Soulbound property.

The bond can be broken by Divine Intervention, to which the Dagger turns to ash and reappears somewhere on the material plane.

Daramée Pwent the Brewer

Daramée Pwent or Dara, as he was called by his companions walked these realms over 200 years ago...

Raised as a Pwent would be, he learned the teaching of All-Father Moradin. Alas, he was smarter he would say than his cousins, brothers and compatriot preferring tactics to Rage and a Wonderful Ale to Fire Water.

Set in his ways he left home, for a life of adventure...

He traveled these realms for many a year before settling down and starting the Pwent Brewing Company based in Waterdeep. It is here where he lived and died leaving behind his Son Yaramée as his successor, Yaramée now runs the family business and his own band of adventurers. If you visit Waterdeep you may find him in the brewing hall, with his half-elf companion Billius an elf with dwarven sensibilities.

He'd pay a hefty penny for his father's property or kill you for it one....

Spiked Plate of Invulnerability

Armor [AC18], (Dwarven Plate), Artifact-Requires Attunement

Made of Adamantine

This Plate looks to be made for a dwarf and a big one at that. It is made of a beautiful silvery metal. Its engravings and stamping are immaculate. 6 Inch spikes adorn the armor as well as the helmet, atop of which sits a one very large spike. Stamped directly into the chest is a seal for The Pwent Ale Company. Engraved above it, The mark of Moradin.

While attuned to this armor you gain +2 to your AC as well as being resistant to non-magical damage. Also if your opponent scores a Critical Hit on you, it's treated as a normal hit.

This armor does 2d4 piercing damage when making an unarmed attack.

Once a day you may...

Use an action to make you immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. This is a Special Action.



Dara's Dwarven Thrower

Shield, Artifact-Requires Attunement by a Dwarf

Made of Adamantine

This Shield is made of a silvery metal. It is engraved to look like the bottom of a barrel, besides the Seal of The Pwent Brewing Company. Along the Edges is six, two inch spikes. On the top there is a hand hold... weirdly.

While attuned to this shield and using it you gain +2 to your AC. This shield is imbued with the power of a dwarven thrower.

If worn on the off-hand this shield can be grabbed by the dominant hand and thrown as an attack. After which it returns to its owners hand, always landing perfectly with your fingers in the handhold.

+3/1d6+3 Piercing Dmg/20ft-60ft

Giants are Vulnerable to this weapon.

Mithril Urgosh of Returning

Weapon (Axe-Spear), Artifact-Requires Attunement by a Dwarf

Made of Mithril

This Urgosh is a dull silverish metal. The engraved in the axe head is "Property of Daramee Pwent". This weapon is extremely light, easily wielded with one strong hand... (Requires at least 14 Strength)

Connected to the middle of the Urgosh by a swivel is a rusty old chain.

While Attuned to this weapon, if you touch the Urgosh the chain... which is a chain of returning wraps around the forearms of whoever own this exotic weapon. If separated from the weapon, all you must do is touch the 20ft long chain. If touched it will wrap around your arm and pull the weapon to you.

Double Weapon

This weapon is a combination of two weapons an Axe and a Spear. If you make more than one attack per round, the second hit is with the spear.

Brutal Weapon

When this weapon lands a natural critical hit, end damage is doubled.

**This does not stack with feats that grant additional weapon die. Those are counted once.*

+2/1d10+2 Slashing Dmg. Or 1d6 Piercing Dmg. /5ft-20ft

Light

Veyleron Feywin the Ghost

Veyleron was born poor and grew up even poorer, learning to steal effectively at an early age. Growing up in Waterdeep he honed his skills in stealth and sleight of hand. From burglary to pickpocketing he strived and profited eventually gaining a reputation as The Fox. In his twenties he got bored with the cutpurse life... eventually moving on to heists and targets ever-growing in status and power, stretching far and wide across Faerun. He stole art, jewelry, books, gold and even a king's crown once, always yearning for a tougher challenge. Eventually he found it in a maiden named Chandi. You can imagine by this time Vey had made some enemies, having a reputation for never getting caught pins ever unsolved burglary on you. Chandi became a target and was soon kidnapped and locked away. It is said that she escaped, and legend speaks that Vey saved her even though no one ever saw him that day. No one was killed... there was nothing as much as even disturbed?

That's the day he earned the name The Ghost.`

Blackjack of Sleeping

Weapon (Club), Artifact

This small, thin club is black as night and smooth. There is a wrapping on the handle, made of leather straps. This connects to a leather strap that draws closed on the wrist.

When you make a sneak attacks with this weapon ignore damage but roll a d20 and beat your opponents Constitution Saving Throw. If they fail they are knocked unconscious if they save they take your sneak attack damage in bludgeoning damage.

*This weapon is magical and reacts so to effects to determine if a item is magical.

1d6/5ft.



<http://www.whatevermanshouldhave.com/blog/wp-content/uploads/2013/07/9-oz-billy-club.jpg>

Gloves of Reaching

Wondrous Item, Artifact-Requires Attunement

These gloves are black supple leather, the palms of which are worn and rugged. Each has a sewn in cestus made of blackened steel. They have fat leather straps that tighten firmly around the wrist.

While attuned to these gloves...

Once a day...

You may extend your hand and cast Rope Trick.

Three times a day...

You may cast Mage Hand

Rope Trick

2nd-level transmutation Casting Time:1 action

Duration:1 hour

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

Mage Hand

Conjuration

Casting Time:1 action Range:30 feet

Components:V

Duration:1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds

**This item need no components. It does not need rope because the rope uncoils from the palm of the glove.*

Boots of the Spider

Wondrous Item, Artifact-Requires Attunement

These black boots with white stitches in the shape of a spider's web are extremely well kept. They are polished leather with white laces and accents. White fur placed atop them.

While attuned to these boots you have the speed and climbing ability of a spider.

While wearing these boots you get +2 to dexterity and advantage on acrobatics checks and Dexterity Saving Throws.

While wearing these boots you may walk on vertical surfaces and ceilings at your full speed. In fact all of your body is magically attracted to it, so you can stand or lay on them as well.

Once a day you may...

Cast the spell Haste on yourself.

Haste

3rd-level transmutation Casting Time: 1 action Range: 30 feet

Components: V,S,M

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to make the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.