

RELICS & RITUALS

EXCALIBUR



SWORD & SORCERY

A genre sourcebook for v.3.5 fantasy roleplaying



Forge Your Own Camelot — Your Own Legend

Draw the sword from the stone. Quest for the sacred relics of your faith. Defeat all comers in a tournament of arms. Command the sorcery of Merlin or Morgan le Fay. Build an entirely Arthurian-style campaign, or add elements of chivalry and courtly romance to any existing d20 campaign. Recreate the legends of the Round Table, or populate your own Camelot with elven enchantresses and orcish black knights!

You can do all this and more with **Relics & Rituals: Excalibur**, a genre sourcebook that blends the trappings of Arthurian myth with the familiar d20 System ruleset.

REQUIRES THE USE OF THE DUNGEONS & DRAGONS® PLAYER'S HANDBOOK, PUBLISHED BY WIZARDS OF THE COAST®. THIS PRODUCT UTILIZES UPDATED MATERIAL FROM THE V.3.5 REVISION.

Sword and Sorcery™ books are published under the Open Game License and are 100% compatible with v.3.5 rules.

www.swordsorcery.com

ISBN 1-58846-956-5

WW16711 \$34.99 U.S.



SWORDS
SORCERY
STUDIOS



PRINTED IN CANADA



EXCALIBUR
 RACIAL DESIGN SHEET
 #2
 (DWARVES, ELVES, HALF-ORCS)

ELF

BOTH ELF-TYPES
 HAVE SAME
 ANATOMICAL
 MAKEUPS.

ELVES LACK
 BODY-HAIR OF
 ANY SORT.



TOO TROLL-LIKE

HALF-ORCS



LONG JAWLINE

NO EYEBROWS,
 JUST HEAVY
 BROWS

EYES ALWAYS
 HAVE DARK
 CIRCLES
 UNDER
 THEM.

EARS
 ARE
 SMALLER
 THAN OTHER
 FAE BUT STILL
 LONGER THAN
 HALF-BLVES

MALES UNABLE
 TO GROW EVEN
 BEARDS - ALWAYS
 PATCHY AND
 SCRIBBY.

MALE

FEMALE

EARS
 STICK
 OUT FROM
 HEAD



EAR IS
 ROUND BUT
 STILL HAS
 A SLIGHT
 POINT.

MALE FACE
 ALMOST ENTIRELY
 BEARD.



THICK,
 BUSHY
 EYEBROWS
 ON BOTH
 SEXES

DWARVES

EVERYTHING ABOUT
 DWARVES IS
WIDE

AND
ROUND

EVEN DWARVISH
 BOYS HAVE
 BEARDS



FINGERS
 HAVE THICK,
 BLACK NAILS
 THAT ARE OFTEN
 BOTHERSOME

FEMALE
 FEATURES
 SMOOTHER,
 NOSE IS MORE
 FLAT.

FEMALE

MALE NOSE
 ALWAYS LOOKS
 BROKEN &
 BRIDGE

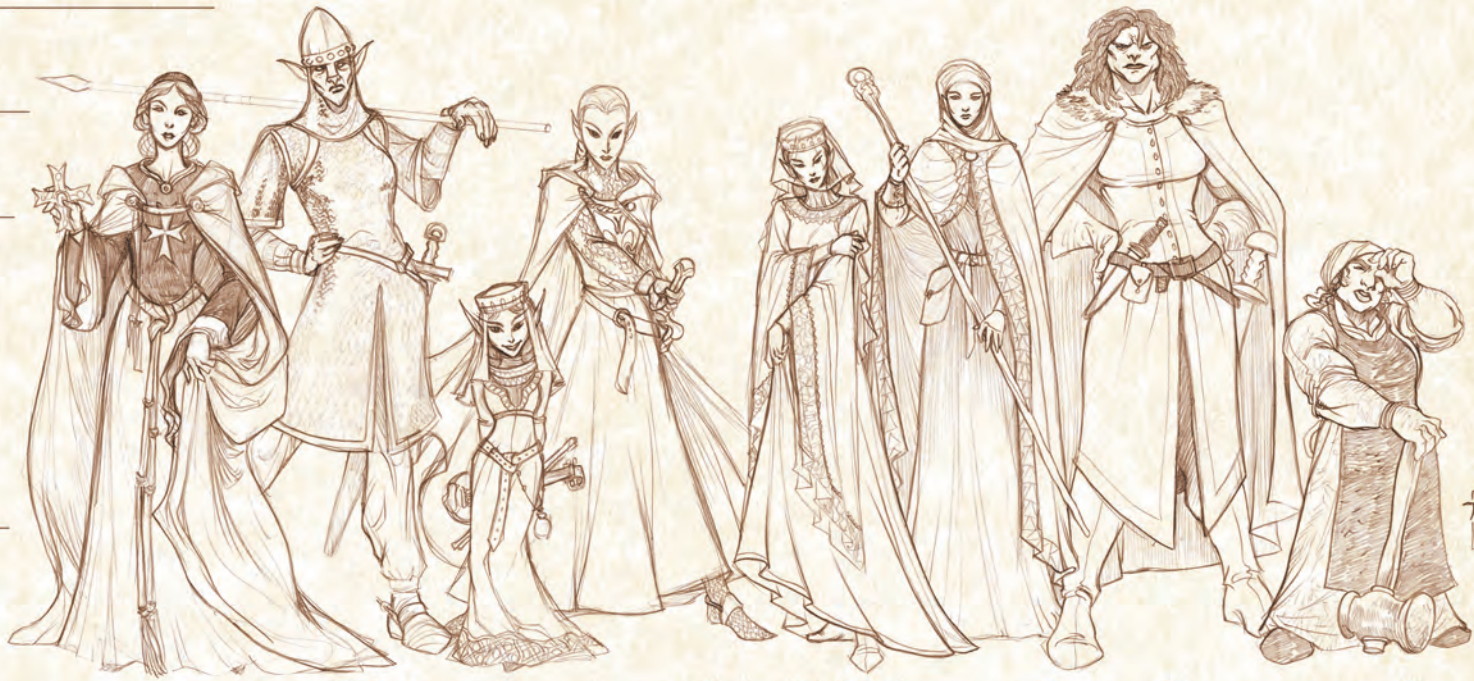
MALE

UNDER
 BITE
 TYPICAL
 IN
 MALES

MALE
 FOREHEAD
 SLOPES
 MORE

HALF-ORCS
 ARE GENERALLY
 RATHERLY HAIRY,
 ALTHOUGH USUALLY
 IN COARSE, ROUGH
 PATCHES.

1/013

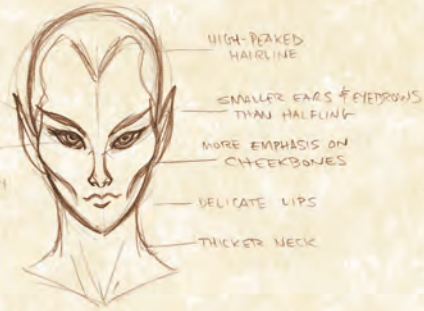


Human Anharald Cellwair Daoine Siúche Lledrith Siúche Hanner Siúche Half-Orc Meincell

EXCALIBUR
 RACIAL DESIGN SHEET
 # 2
 (HALFLINGS
 ELVES
 HOBSGOBLINS)



HALFLING (MALE)



ELF (MALE)

HALFLINGS SMILE NATURALLY DUE TO V-SHAPED MOUTH. THIS HAS THE EFFECT OF MAKING THEM LOOK AS IF THEY'RE PERPETUALLY UP TO NO-GOOD, THIS ADDING TO THEIR REPUTATION.



HOBSGOBLINS (MALE & FEMALE)



(NOT TO SCALE)



AMON 013



Human Anhardd Cellwair Davine Sidhe Lledbrith Sidhe Hanner Sidhe Half-Orc Meinodd

AMON 013

RELIQS & RITUALS™ EXCALIBUR

CREDITS

AUTHORS:

Evan Jamieson, Lizard, Aaron Rosenberg, Christina Stiles

ADDITIONAL MATERIAL:

Christopher Kennedy

DEVELOPER:

Ethan Skemp

EDITOR:

Aileen E. Miles

MANAGING EDITOR:

Andrew Bates

ART DIRECTOR:

Aileen E. Miles

LAYOUT AND TYPESETTING:

Aileen E. Miles

COVER ARTIST:

Michael Phillippi

INTERIOR ARTISTS:

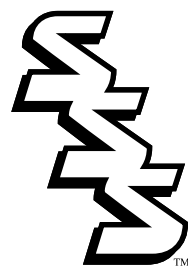
John Bridges, Talon Dunning, Steve Ellis, Jeff Holt, Ron Spencer

FRONT & BACK COVER DESIGN:

Matt Milberger & Aileen Miles



Check out upcoming Sword and Sorcery Studios products online at <http://www.swordsorcery.com>



Relics & Rituals: Excalibur © 2004 White Wolf Publishing, Inc. Distributed for Sword and Sorcery Studios by White Wolf Publishing, Inc.

This printing of *Relics & Rituals: Excalibur* is published in accordance with the Open Game License. See the Open Game License Appendix of this book for more information.

White Wolf is a registered trademark and *Relics & Rituals: Excalibur*, *Sword and Sorcery*, *Sword and Sorcery Studios*, the *Sword and Sorcery* logo, *Creature Collection*, *Creature Collection 2: Dark Menagerie*, *Creature Collection 3: Savage Bestiary*, *Relics & Rituals*, and *Relics & Rituals 2: Lost Lore* are trademarks of White Wolf Publishing, Inc. All rights reserved.

**SWORD &
SORCERY
STUDIOS**

“d20 System” and the “d20 System” logo are registered trademarks of Wizards of the Coast, a subsidiary of Hasbro, Inc., and are used according to the terms of the d20 System License version 4.0. A copy of this license can be found at <http://www.wizards.com/d20>.

Dungeons & Dragons® and *Wizards of the Coast*® are trademarks or registered trademarks of Wizards of the Coast in the U.S. and/or other countries, used with permission.

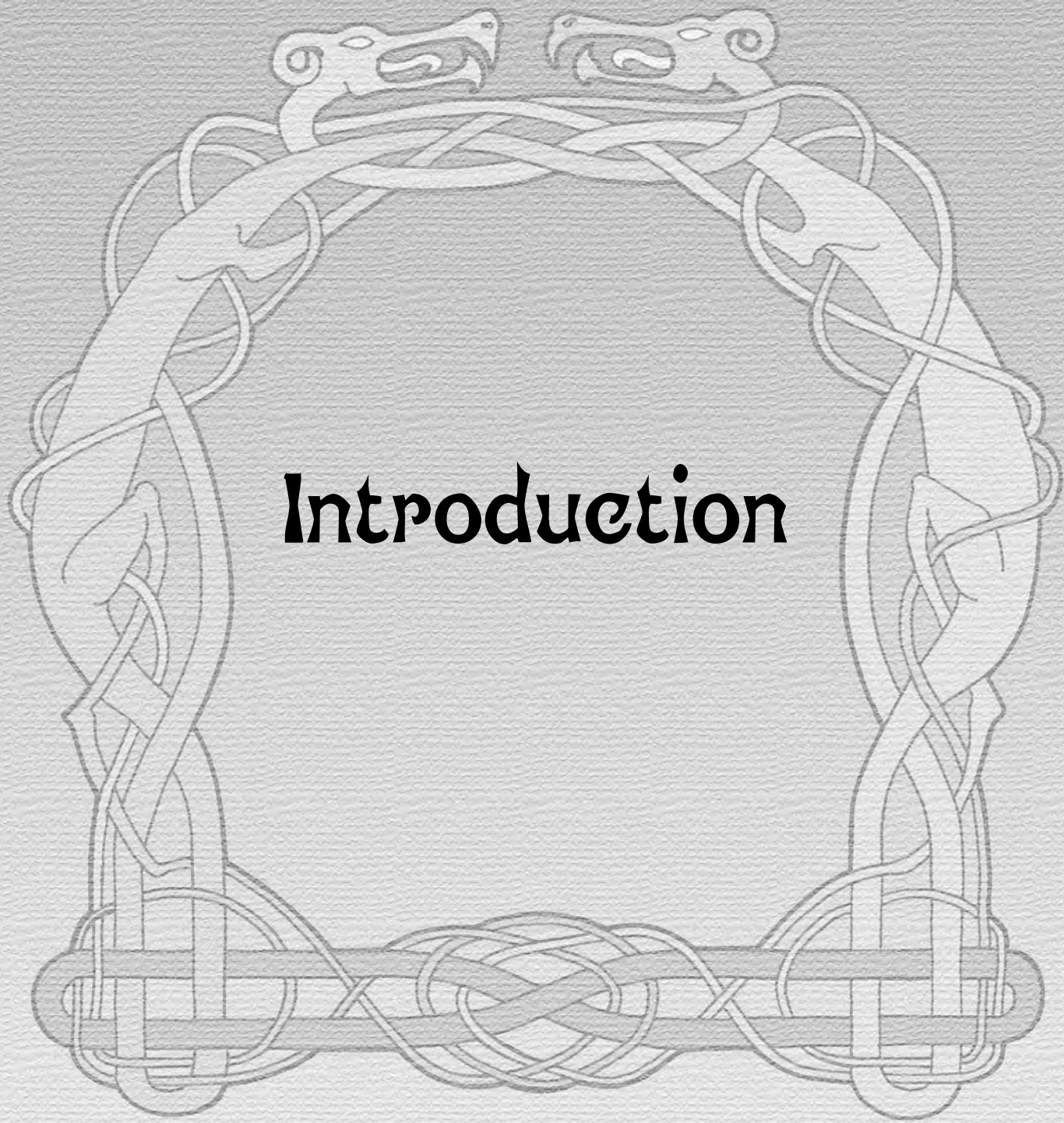
The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

PRINTED IN CANADA.

RELICS & RITUALS™ EXCALIBUR

CONTENTS

CREDITS	1	CHAPTER FIVE: MAGIC ITEMS	130
INTRODUCTION	3	Ego and Personality	131
CHAPTER ONE: ARTHURIAN RACES	6	New Magic Items	132
Humans	7	Armor	132
Anhardd (Hobgoblins)	7	Weapons	134
Cellwair (Halflings)	10	Potions	136
Sidhe (Elves)	13	Rings	137
Half-orcs	23	Rods	139
Meinedd (Dwarves)	25	Scrolls	139
CHAPTER TWO: CLASSES	29	Staves	139
Existing Core Classes	30	Wands	140
New Core Class: Knight	42	Wondrous Items	140
Prestige Classes	46	Cursed Items	146
New Prestige Classes	47	Artifacts	148
Fey Enchantress	48	CHAPTER SIX: SETTING	154
Giant-Killer	50	Campaigning in Excalibur	154
Green Knight	52	Honor and Chivalry	155
Houndmaster	55	Who Is a Knight?	161
Knight of the Realm	58	Courtly Love	163
Knight Templar	61	Prohecy	164
Malefic Enchanter	63	Religion	165
Reliquarian	66	Named Monsters	171
Voice of the Land	69	Magic as Otherness	172
CHAPTER THREE: SKILLS, FEATS & EQUIPMENT	72	Races in Excalibur	173
Skills	72	Monsters	177
New Feats	77	APPENDIX ONE: TOURNAMENTS	186
Equipment	88	Contests	190
CHAPTER FOUR: SPELLS	99	APPENDIX TWO: NEW MONSTERS	197
Bard Spells	102	New Monster Types	197
Cleric Spells	104	New Monsters	199
Druid Spells	106	Belle Dame	199
Paladin Spells	109	Frothing Fury	201
Ranger Spells	109	Hounds of Sir Du'Glouse	202
Sorcerer/Wizard Spells	110	Invisible Knights	204
New Spells	114	Nature Spirit	205
		Questing Beast	207
		Wyrms	209



Introduction

Arthur. Merlin. Lancelot. Morgan le Fay. Guinevere. Galahad. Camelot. The Round Table. The sword in the stone. The names and images strike a chord with anyone who has ever spent time reading about chivalry and knighthood. While the tales of Arthurian myth are not the only source of the rich tapestry of modern fantasy we enjoy today, it's hard to imagine what fantasy would be like without these stories.

And yet, the reign of King Arthur is but one of many stories of knighthood and chivalry — consider the story of Charlemagne and his paladins, or the legends of Russian bogatyrs. The wildly symbolic world of Spenser's *The Faerie Queene* has more fantasy than most modern novels that dip in the genre, and even the story of Robin Hood plays off a world where chivalry has gone missing, and only outlawry can preserve the people until the rightful king returns to restore justice to the realm. There are so many stories told of the age of chivalry — and so many yet to be told.

Relics & Rituals: Excalibur is in part a setting book, but its primary purpose is to serve as a toolkit. The idea is not to present the “one true Arthurian fantasy setting,” but rather to present a number of rules, guidelines, and freeform setting elements that a roleplaying group can use to create its own version of the legends of Camelot. Whether your idea of an ideal chivalric fantasy setting is one that involves gritty attention to historical detail or one that features elven knights jousting on griffon-back, we hope that you'll find this book helpful in bringing that vision to life.

SETTING ASSUMPTIONS

Much of the material within this book refers to a sort of default setting, even though, as stated before, this isn't quite a setting book. While it's probably a bad idea to assume that all chivalric fantasy settings have a human named “Arthur” on the throne, the following assumptions are general enough to be worthy of mention.

- **Gender Roles** — It isn't historically accurate, but this book assumes that women do not face overwhelming social pressure to conform to the usual roles of housewife and damsel in distress. Women are presumably allowed to become knights (even Knights of the Round Table or the equivalent), priests, or rulers. This may have come about because of powerful goddesses in the campaign that clearly prove it's not only a man's world, through the influence of elves or other magical races that stress equality. Of course, *most* women in a chivalric fantasy setting probably adhere to the usual gender roles (which reinforces the “protect and honor women” tenet of chivalry), but players probably shouldn't be penalized outright for wishing to play a female knight any more than they should be penalized for wanting to play a male wizard.

- **“Fae” and “Fey”** — In much of chivalric fantasy, folks attribute most supernatural powers or entities to one of two sources: Faerie, or the

Devil. This book reflects the strength of faerie influence in the original tales by assuming that most supernatural races are in fact somehow linked to a “Faerie” realm. Thus, a distinction is made between “fae” (meaning a supernatural being that may have once been from Faerie, or that may still draw power from that realm) and “fey” (the specific monster type that includes dryads, sprites and so forth).

- **Limited Planar Travel** — An Arthurian setting tends to clash with the myriad worlds of a fantasy multiverse. Here, it's assumed that there is a Heaven and Hell (or at least their analogues), and a world of Faerie, but mortals don't generally travel to either. Spells and effects that draw on positive or negative energy draw that energy from Heaven or Hell, while shadowstuff and elementals are creations of Faerie. Celestials and fiends are rarely seen, but might be summoned by powerful wizards or priests. More esoteric and fanciful monsters (such as ethereal marauders or formians) do not appear at all.

- **Good and Evil** — There's a clear bias toward playing the heroes in this book; although there are black knights and evil enchanters, they aren't presumed to be the protagonists of the game. However, players needn't feel constrained to playing only shining knights of unstained virtue. Generally speaking, a chivalric fantasy setting works best when the characters are either good or honorable, or a mixture of both; an honorable if occasionally cruel knight may be considerably less disruptive to a game than a good-intentioned but dishonorable and uncooperative bard. The exact balance depends on the campaign, but this book assumes that the characters will be on the side of the heroes rather than the side of the ogres.

Furthermore, this book denotes a difference between chivalric fantasy games in general and those that use most of the options in this book: one is “Arthurian,” the other “Excalibur.”

“ARTHURIAN”

We use the term “Arthurian” to refer to any campaign that is meant to evoke the general feel of an Arthurian myth. This may be a campaign set directly in as “historically accurate” a Camelot as possible, a campaign that takes place among and around a chivalrous culture within a more “generic” high-fantasy world, or any of the innumerable variants between. Arthur is not necessarily the High King in an Arthurian campaign, nor is the Round Table necessarily the greatest body of knights in the land — after all, it's

entirely possible that a PC may serve as High King or even High Queen! Such a campaign might be a historical fantasy set where the High King is Charlemagne, or Sir Richard the Lion-Hearted; it may borrow from *Ivanhoe*, or Spenser's "Faerie Queene", or even replicate the myths of the Russian bogatyr. We use the term "Arthurian" to evoke the feel of high chivalry that these legends create, not necessarily the book-specific details from Thomas Malory, T.H. White, or other writers who've tackled the subject of Arthur and Camelot. We hope this use of the term isn't too unsettling.

When referring to setting considerations for an Arthurian campaign, this book attempts to weed out the fantasy tropes that clash the most distinctly with the elements of chivalric fantasy. However, the recommended tools and limitations for constructing an Arthurian campaign aren't as strict as they could be. If your preference is for a world where dragons rule the land and knights are the warriors who have pledged service to those dragons, don't let this book's assumption that true metallic and chromatic dragons are rare even slow you down for a second.

THE EXCALIBUR CAMPAIGN

Contrasted with the Arthurian campaign is the "Excalibur" campaign, which is really shorthand for the **Relics & Rituals: Excalibur** campaign. Such a campaign is based on the setting assumptions within this book — the races presented in Chapter One, the monster lists given in Chapter Six, and so on. The Excalibur setting is a more fantastic take on the Arthurian setting, a setting meant to be as much fun for gamers as for literary scholars; lady knights take their places among their male brothers-in-arms, elf and dwarf (or rather, *sidhe* and *meinedd*) strongholds dot the land, and so on.

The Excalibur campaign takes place in a kingdom (which may or may not be called Camelot, at the GM's discretion) in this book referred to as the Realm. The Realm is presumed to share a few features in common with Arthurian England — there are highlands to the north where wilder men and women live, there is a coast that's raided by seafaring barbarians, the climate

is temperate, the woods are deep, and the land is dotted with castles. The Realm is ruled by a High King (again, who may or may not be Arthur), who has recently concluded a campaign to unite the kingdoms of various lesser kings into one unified whole. The High King has begun to gather the best knights of the land to him, in order to make his ideal a reality. There is much work to be done, and great opportunity for heroes to help build a better world.

The Realm is largely human in makeup, but has many communities of fae — of elves, dwarves and halflings, all of whom have arrived relatively recently from their distant homeland of Tir na n'Og. There are barbarians (orc and human) in the wild highlands to the North, and raiders besiege the coastal villages of the Realm in their longships.

The nonhuman races available for play in an Excalibur campaign include:

- **Anhardd (hobgoblins):** Dangerous half-breeds resulting from goblin/human or goblin/elf pairings.
- **Cellwair (halflings):** Puckish fae who spend most of their time exploring the world of mortals.
- **Daoine sidhe (elf-lords):** Lordly and aristocratic elves who have adapted well to the mortal world.
- **Lledrith sidhe (forest elves):** The most otherworldly of the fae races who seek to infuse their forest dominions with magic.
- **Hanner sidhe (half-elves):** Half-human, half-*sidhe* "changelings" who move between fae and human society.
- **Half-orcs:** The savage descendants of the barbarian tribes in the north.
- **Meinedd (dwarves):** The "stout fae," dwarves of great physical power and crafting skills.

ENOUGH SAID!

Now you know what to expect. The realm of high chivalry awaits you; gird on your armor, take up your lance, and spur your steed forward. Those aren't windmills awaiting you — those are giants. Have at!





Chapter One: Arthurian Races

“During the four fire festivals — Samhain, Imbolc, Beltane and Lammas — held each year, all the races of Tir Na n’Og can walk the earth for one day. Those whom Oisín has banished do not return when the day is done, destined to live in the world forever.”

— Passage from *Llyfr o’ Fae* (The Book of Fae)

Many of the races common in fantasy today owe something to the stories of Arthur and the world he lived in. Like many creatures, these nonhuman races were both a blessing and a curse for mankind. While most Arthurian tales focus on human protagonists, the races presented here are for those players and Game Masters who want to go beyond the traditional stories and be part of a high-fantasy world.

In the Excalibur setting, most nonhuman races are commonly called fae and are believed to come from a place called Tir Na n'Og, or "The Land of the Young." The land was called such because creatures that dwell there often have longer life spans than man. King Oisín, who throughout his reign has cast some of his fae subjects out of his lands as punishment for their deeds, rules Tir Na n'Og. While most of the fae come to the world this way, others leave Tir Na n'Og for their own reasons. The dwarves are said to be one race that left on its own. Finding the powerful magic of their former home too disturbing to be around, they chose to live in the mortal world, where the magic isn't as strong.

The races and creatures that journeyed to the mortal world eventually came in contact with humanity, and those encounters haven't always been friendly. Overall, elves, dwarves and other fae races such as pixies act no worse toward humans than their human neighbors do, and humans tend to appease these strange races with the euphemistic label of "the Good Folk." Others such as goblins, orcs, giants and trolls are evil scourges, the sort of monsters that any goodly knight is honor-bound to oppose. While humans (and even other races) group many monstrous races under the "fae" label, some are technically not. Hobgoblins have goblin blood but do not exist in Tir Na n'Og; breeding between goblins and either humans or elves created this race. Some sages and druids also believe that dwarves and some of the northern giants come from other distant, magical lands and not Tir Na n'Og.

By the time of the High King most fae living in the mortal world have either become part of human society or have created their own. Barbarian clans on the fringes of the realm are often integrated tribes of humans and orcs, with half-orcs a notable group among them. The birth of Camelot and its ideals is a powerful influence on nearby fae communities. Some fae adopt the concepts of honor, valor and defending the weak into their cultures. Other fae seek to corrupt the new ideals or manipulate them for their own

ends. Hobgoblin black knights use the code for their own profit and ignore any part that interferes with gaining power or reputation. Some fae also rise up to oppose the High King — most do so out of fear and spite, but others consider Camelot a threat to their way of life.

The following races replace the races found in the *Player's Handbook* in a typical Excalibur campaign. For advice on adapting the *Player's Handbook* core races to an Arthurian or Excalibur game, see Chapter Six: Setting.

Race	Ability Adjustments	Favored Class
Human	None	Any
Anhardd (Hobgoblin)	+2 Dex, -2 Cha	Fighter
Cellwair (Halfling)	+2 Dex, -2 Str	Bard
Daoine Sidhe (Elf lord)	+2 Dex, -2 Wis	Knight
Lledrith Sidhe (Forest Elf)	+2 Dex, +2 Cha, -2 Con, -2 Wis	Sorcerer
Hanner Sidhe (Half-elf)	None	Any
Half-orc	+2 Str, -2 Int, -2 Cha	Barbarian
Meinedd (Dwarf)	+2 Str, -2 Dex	Fighter

HUMANS

The campaign role of the human is little different in an Arthurian setting. It is a widespread and diverse race, and in Arthurian games humans may appear not just as the commoners, knights and nobles of the Realm, but as dangerous barbarians from the fringes of society or exotic outlanders whose civilizations rival that of the High King.

There are no cultural modifications for humans in an Arthurian setting.

ANHARDD (HOBGOBLINS)

"So sir knight, you will not remove your helmet?" asked the king. "Even if it is considered disrespectful?"

"No, your majesty." replied Sir Tavok, "I mean no disrespect, but if I were to doff my helm, babies would start crying while people hid their faces and ran to their homes."

— From the bard's tale "Story of the Good Knight"

The anhardd, called hobgoblins, is not quite a race unto itself. Created from the unions of goblins with either humans or sometimes sidhe, anhardd frequently face a hard life from the day they are born. Still, being strong and cunning, most anhardd look for ways to improve their lives, and get revenge on those who mistreat them. While many try to gain the acceptance of their human or sidhe parents, most end up understanding that it



seldom happens. To survive, anhardd often have to create their own place in society using not only force, but their intellect as well.

Personality: Most anhardd are suspicious, gruff, impatient with other people and bully those they feel are weak. Anhardd respect power, whether it is skill with a sword, magic or the ability to command a large group of people. Anhardd act much more composed and formal around people they consider successful and often try to learn the methods those people used to become powerful.

Most anhardd view power as a means of gaining security and respect, which are things they have little of living on the edges of society. Being mortal, most anhardd want to gain power quickly and are not interested in long and complex routes to achieve this end. Anhardd are very impatient and often look for swift results that get them what they want.

The anhardd have a difficult time making friends but are usually loyal to the friends they do have. Those people who befriend anhardd often have to be careful that they are not simply being used by the hobgoblins.

Obtaining good weapons and armor is important to anhardd, but gaining large amounts of wealth is not. Anhardd believe that having wealth doesn't always win respect, and gold can be lost as easily as it is gained. Most anhardd see wealth only as a tool and not something to be hoarded.

While many anhardd yearn to be knights, few are skilled in the art of sword fighting. Instead most anhardd use greataxes, scythes and heavy maces in combat. Anhardd can use longbows and crossbows, but prefer spears and javelins for ranged attacks. Anhardd aren't often tactically skilled with magic, so they usually use magic only to attack an enemy at range.

Hobgoblin knights are fearsome to behold on the battlefield to friend and foe alike. Anhardd are generally fearless in combat, and are known for trying to defeat as many opponents as possible. Anhardd knights enjoy demonstrating their abilities and vanquishing many enemies in front of other human and sidhe knights in a form of one-upmanship.

Races that have fought against or along side the anhardd tend to view their typical fighting style as grandiose and risky. The truth is that the anhardd carefully choose when and where to enter a battle, looking for weaknesses in the

enemy and then quickly exploiting them. Other knights note that the anhardd often join a fight only after the enemy is fully engaged and then choose adversaries that are easy for them to deal with, leaving the more difficult enemies for their allies to defeat. Many knights question how honorable these tactics are, and those anhardd knights who have developed a reputation for pragmatism are not given much respect.

Physical Description: Other races do not see anhardd frequently, so they usually have a strong reaction when a hobgoblin arrives in a town or village. Part of this is due to the tall, well-built anhardd physique; they average around 6 feet tall, with a lean and rosy build. Their features are classically "goblinish," with long and pointed ears and noses, sharp chins, and wide mouths. Hobgoblins have gray to olive-colored skin, and long gray, white, brown or black hair. Their eyes are usually brown, green or sometimes hazel. Even those anhardd with elf blood tend to be considered ugly by other races, so they try to avoid unneeded social contact or wear their helmets except when eating and sleeping.

Despite sometimes having fae parents, no anhardd has difficulty wearing iron armor. Being part fae has not given the anhardd an extended lifespan. Like most mortals, anhardd usually live 50 to 75 years.

Anhardd take great pains to keep their appearance as neat as possible. While their clothing and equipment are often secondhand, they take good care of their things and often try to improve them if they can. Those anhardd who have good armor and weapons keep them in excellent condition. Anhardd knights often arrive at tournaments wearing ornate and well-polished armor, a contrast to their goblinish features, even those given to black-lacquered or red-stained armor.

Relations: Most races view anhardd as cursed, deformed or wicked beings that associate with the devil. Tales of anhardd curdling milk, causing animals to behave strangely, and making children sick are common in many communities. Stories aside, other races mostly tolerate the presence of anhardd in their communities and would rather quickly bargain with an anhardd than try to force him to leave; their money is good, and their blades are sharp, so better not to provoke them. Anhardd go only to those settlements that have traded with them in

the past. A wandering anhardd is usually looking to trade or hear news about events in which they might be able to take part.

Most civilized human, daoine sidhe and meinedd towns let anhardd trade, but do not like them staying around for long periods of time. Lledrith sidhe are more tolerant of anhardd and are often willing to teach skills and magic in return for assistance in defending their settlements and with physical labor.

Having experienced the similar intolerance, the hanner empathize with what the anhardd have to deal with, and in the past some have tried to welcome them into their settlements. The results haven't always been positive. As many hanner soon realize that while the anhardd have either human or sidhe blood, their attitudes toward life more often mirror the darker outlook of their goblin parents, which makes many who try to help them uneasy.

Anhardd have an easier time dealing with races that respect brute strength. Most anhardd feel that associating with these races is beneath them, and anhardd often join in attacks against barbarians as a way of improving their status among the more civilized peoples. Anhardd don't like associating with orcs and half-orcs but they tolerate the presence of goblins, halflings and other fae races. Small goblin bands sometimes form around an anhardd for protection. Halflings who have had bad experiences with other races sometimes work with anhardd to get revenge against people who treated them poorly.

Alignment: Anhardd are often inclined toward lawful behavior, and see a code of honor as a ladder they can climb to increase their reputation and power. Many anhardd don't realize the efforts it may take to reach the next step. Anhardd lose patience and become resentful as it takes longer for them to achieve the status they feel they deserve. Anhardd also feel that human and sidhe knights do not have to work as hard as anhardd have to in order to gain respect.

Most anhardd respond to this by looking for short cuts and easy ways of gaining status. Many anhardd don't see these shortcuts as dishonorable, justifying their tricks by saying that both sidhe and humans knights hold the anhardd to an impossible standard in order to prevent them from getting the recognition they deserve. These shortcuts include using magic and potions in tournaments against higher-ranking opponents. Anhardd also try arranging duels with other knights under conditions that are favorable to

themselves. Some anhardd start rumors and tell tales to destroy the reputation of a rival knight or squire. Other knights consider these anhardd evil or dishonorable and often challenge their right to carry a sword.

Other anhardd decide to create their own codes that they feel are fairer to them and reflect the values that anhardd cherish. A few agree to follow the true codes of chivalry without any shortcuts and accept that they may never attain the level of status they desire. Anhardd are a hard group to stereotype; even if most of them seem to be inclined toward evil, many still choose a more honorable road.

Anhardd Lands: Few anhardd control any territory, and those few that do are usually lords of small keeps or towns. Landed anhardd often become so by taking up residence in abandoned castles or in towns despoiled by raiders. Some agree to protect a town in return for access to goods and services, though most towns that make such offers to anhardd do so only because other knights have refused to help them.

The majority of anhardd holdings are along the borders of barbarian lands, but some exist in dark woods held by lledrith sidhe. Keeps known to be anhardd holdings are places people try to avoid. Goblins and other dark creatures often populate the area around anhardd holds. Rumors tell of some anhardd lords leaving meat and other foodstuffs in the forests near their castles to encourage creatures like giant spiders, basilisks and ankhegs to live there. Robber knights, bandits and other criminals often associate with anhardd lords. Some anhardd-ruled towns actively trade in goods stolen from other areas. Anhardd lords also train young anhardd who have demonstrated enough skill as fighters to become squires.

Most anhardd don't really care that much about land management; they are only interested in making sure the local population supplies what the anhardd needs. Some anhardd do spend resources on fortifications including traps, magical defenses and making their castles look intimidating.

Landless anhardd usually wander around hanner, lledrith sidhe and human lands seeking employment. Anhardd who have given up trying to work with other races become robber knights and bandits.

Many anhardd use the rise of the High King to increase their power and prestige with other races. While several black knights earn their



reputations by helping to oppose the High King, the lledrith sidhe manipulate others into helping the sylvan fae in various plots against both the humans and sidhe.

Religion: Anhardd tend to offer their faith to gods or saints of battle and valor, as they believe that battle is the surest way to achieve their goals (for good or ill).

In an Excalibur campaign, most anhardd worship Aeron, god of war and slaughter. Those anhardd who believe more in the common good worship Morrighan or Taran, god of war and valor (or both).

Languages: Anhardd have no language of their own. They usually speak the tongue of the Realm, although many learn the tongue of their goblin parents or the Sylvan spoken by elven ancestors, and some learn the languages of other races in the practice of courting strange allies.

Names: Anhardd like names that sound strong and intimidating. Most anhardd don't like the elven or human names they are given as children, and change them when they become adults.

Male Names: Angrule, Balin, Garlon, Helbrea, Othmok, Saladen, Skraeth, Warok, Tethbec, Valmung

Female Names: Asfollen, Brithmaur, Dessetra, Gritha, Hecceri, Ilmeth, Maungra, Morriblu, Sedlirr, Tanigaur, Velgess

Adventurers: Anhardd frequently begin adventuring at a younger age than most other races because they can no longer stay with their parents. Early on anhardd adventure to meet their basic needs, but later in life learning new skills, magic or getting a better piece of equipment is more important to anhardd than just eking out a living. Anhardd often limit or even stop their adventuring after having established a reputation or become a landholder. At this point most anhardd are interested only in heroic sorts of adventures that increase their status or prestige.

ANHARDD RACIAL TRAITS

- +2 Dexterity, -2 Charisma: Anhardd inherit a sinewy grace from their fae heritage, but have difficulty expressing themselves and being accepted.

- Medium: Anhardd are Medium creatures, and gain no bonuses or penalties due to their size.

- Anhardd base land speed is 30 feet.

- Darkvision: Anhardd can see up to 60 ft in total darkness. Images appear in black and white.

- +1 racial bonus on saving throws against spells and spell-like effects.

- +2 racial bonus to Hide, Listen and Move Silently checks. Anhardd inherit a portion of cunning from their goblin parents.

- Automatic Languages: Common. Bonus Languages: Dwarven (Meinedd), Goblin, Sylvan, Orcish. Anhardd may learn the languages of their parents, or of their neighbors, but have relatively few opportunities to learn other languages growing up.

- Favored Class: Fighter. Multiclass anhardd do not count their fighter class levels when determining whether or not they suffer an XP penalty. Hobgoblin fighters are quick and dangerous opponents, striking with uncanny speed.

CELLWAIR (HALFLINGS)

“Hiding his slippers was a simple prank Ryvin played on the King of Tir Na n’Og, but Oisin was not amused about having to walk on cold floors until he found his slippers. So he sent Ryvin to walk on the mortal world.”

— Taken from “The Ballad of Ryvin”

Ryvin was the first of many cellwair to be banished from Tir Na n’Og, which is how the majority of these halflings arrive in the mortal world. The cellwair don't have many clans because few halflings live in the mortal world, so most cellwair spend a large amount of time exploring their new home looking for places that interest them. Once a cellwair finds a place she likes, she tries to remain there as long as she is welcome. Finding such places can be hard because like most fae races cellwair are not welcome in many communities, and cellwair consider many places only interesting enough for a brief stay.

Personality: In many ways the cellwair personify several things humans and other races don't like about fae. Mortals have a difficult time dealing with their curious, impetuous and gossipy personalities. With their short attention spans, cellwair soon get bored if things do not happen at a fast enough pace. People who befriend cellwair often speak of them as being troublesome in some respects, but also having good hearts and supporting their friends.

Cellwair don't let the difficulties they have with mortals cloud their positive attitude toward pursuing life and its pleasures. Halflings like being in the middle of things and it's all the better

if they can gain gold out of the situation. Other fae like *meinedd* and *sidhe* see the cellwair as carefree with few responsibilities beyond finding a good meal and a place to sleep.

In truth the cellwair have a deeper philosophy than most realize. The cellwair really believe that both mortals and some other fae waste too much time worrying about unimportant things and not enjoying what their lives give to them. Having a great deal of gold, wine or food doesn't mean as much to the cellwair as sharing those things with people who don't have as much.

In combat opponents often don't see their cellwair attackers until it's too late. Cellwair are masters of ambushes, traps and sniping from concealment. Cellwair do all they can to avoid close combat, only directly fighting an opponent when cornered or having overwhelming force.

Cellwair usually wear leather or hide armor, and prefer using thrown weapons like darts and small spears. Cellwair find axes and some of the

heavier throwing weapons to unwieldy to use due to their size and they like using slings and short bows for missile weapons. From ambush cellwair often use nets and saps to subdue their opponents. When forced into melee, cellwair use daggers, slim short swords and magic.

Physical Description: Both male and female cellwair range between 2 1/2 and 4 feet tall, weighing between 25 and 40 pounds. Cellwair have very pointed ears and sharply shaped brown or green eyes. Their skin is very fair with a faint greenish cast to it. Cellwair hair color is most often brown, but some few have red or even blond hair. Spending most of their time outdoors, the cellwair prefer simple clothes in earth-tone hues. The cellwair enjoy dressing up for formal occasions like tournaments or festivals, but tend to follow fashion trends rather than setting them.

Like the other races of *Tir Na n'Og* cellwair find iron deadly and suffer the same penalties as



the lledrith sidhe do from iron armor. Unlike the lledrith, the cellwair have kept the magical abilities and life spans they had before they came to the mortal world. Cellwair can live up to roughly 300 years.

Relations: Still relatively few in number, most folk regard the cellwair as individuals rather than as an actual race. Communities that have had bad experiences with cellwair can be unfriendly to the halflings, but for the most part, humans view cellwair as largely harmless; cellwair are uninterested in human partners (and therefore pose little threat of seducing a human's spouse), and their small size removes them from the role of potential bullies. Cellwair also try to avoid areas ruled more by brute force than by law. Coming from the Other World most cellwair rely on the hanner sidhe, lledrith sidhe and other fae races to explain to them how various communities usually react to fae. In return the cellwair relate the discoveries of their explorations. Over time, the cellwair have accumulated a great deal of knowledge about various places that are often unknown to other races. Cellwair also tend to keep up on current news and gossip of different locales, and are willing to exchange tales for new local information.

The knowledge they gain in this fashion helps the cellwair establish themselves with other communities. Some kings and other leaders invite the cellwair to tournaments festivals and their courts so the halflings can update them on recent happenings. By the time of the ascension of the High King many communities already rely on the cellwair to keep them informed of current events. The bards who once filled these roles are unhappy with the cellwair encroaching on what the minstrels consider their job.

Cellwair get along best with sidhe, hanner sidhe and meinedd, but remain wary of humans. Individual cellwair have been known to work with hobgoblins on occasion and can often strike up odd friendships with half-orcs.

Alignment: The cellwair who have come to the mortal world vary in both their out look on life and how they relate to society. Cellwair sometimes associate with robber knights and other bandits, lledrith enchantresses, and both sidhe and human knights. While most cellwair tend toward a chaotic nature, they are still capable of working with lawful races.

Cellwair Lands: Due to their small numbers and greater interest sating their wanderlust than in than establishing any communities, the cellwair have not yet built any settlements of

their own. Most halflings living in the mortal world tend to be part of hanner or meinedd communities. Some, who still miss living in Tir Na n'Og, live among the lledrith sidhe.

Of all of the races the cellwair visit, they spend the most time in hanner sidhe areas and often set up more permanent homes in half-elven settlements. Cellwair also like to take part in the events of human holdings, but aren't always welcome to live there. No cellwair live in barbarian lands — some who have gone to explore those areas never returned and others bring back rumors that the barbarians find cellwair flesh tasty.

Religion: The cellwair prefer to follow gods and saints who look kindly on their free-spirited approach to life. In an Excalibur campaign, they usually venerate Rhovan, the Smiling God, who is said to be a trickster among the fae gods just as Ryvin was a trickster among fae. Cellwair worship is very informal, and few of their rituals go unchanged for more than a generation.

Languages: Having explored a good part of the world the cellwair are familiar with a wide range of languages. They have no tongue of their own, but speak the common Sylvan tongue of the fae. Cellwair also learn various dialects spoken in human and meinedd communities.

Names: Many cellwair use shortened versions of the traditional names given to them when they were born in Tir Na n'Og. Those few halflings born in the mortal world are usually given human names so they fit in better with the people.

Male Names: Balles, Cormac, Defnas, Gwillon, Lorbal, Poch, Riderich, Rybrin, Segwardes, Uxwy

Female Names: Aiba, Braelly, Cethry, Ciba, Della, Ilbi, Lial, Memmess, Niol, Paedra, Tenshy

Adventurers: Adventuring comes naturally to the cellwair, who are very interested in learning about their new home. Still relatively new to the mortal world, the cellwair use adventuring as way of establishing themselves. Once they have set themselves up, cellwair continue to adventure as a way to learn about new opportunities and different places. Some cellwair also don't mind using adventures to acquire gold or other valuables, and are willing to work as mercenaries and assistants as long they are well paid.

CELLWAIR RACIAL TRAITS:

- +2 Dexterity, -2 Strength: As small as they are, cellwair are not as strong as humans, but they are quick and nimble.

- Small: Cellwair gain a +1 size bonus to Armor Class and on attack rolls. Halflings also have a +4 racial bonus on Hide checks.

- Cellwair base speed is 20 ft.

- +1 racial bonus on all saving throws. The cellwair enjoy a blessing of good fortune.

- Iron Allergy: Cellwair take 2 points of damage each round they wear iron or steel armor. As newcomers who are still more fae than mortal, cellwair are vulnerable to iron, which cuts them off from the magic that is part of them. Smaller amounts of iron and steel (such as manacles) do not do damage, although they make the cellwair very uncomfortable.

- +1 bonus on all attack rolls with thrown and ranged weapons that cellwair can wield.

- Spell-like Abilities: Due to their link to Tir Na n'Og once per day any cellwair can use *hide from animals*, *know direction*, *pass without trace*, and *speak with animals*. The DC is equal to 10 + spell level + the cellwair's Charisma bonus.

- Automatic Languages: Common and Sylvan. Bonus Languages: Dwarven (Meinedd), Draconic, Goblin and Orcish.

- Favored Class: Bard. Multiclass cellwair do not count their bard class levels when determining whether or not they suffer an XP penalty. Cellwair are naturally inclined toward a path that mixes skill and innate magical art in equal measure; the fact that it complements their nomadic inclinations is all the better.

SIDHE (ELVES)

The second race to come to the mortal world from Tir Na n'Og, the sidhe kept to themselves for many generations before becoming known to humanity. Sages often wonder why the sidhe left Tir Na n'Og, but so far have had no answers from the sidhe themselves. Since coming to the mortal world the sidhe have developed into two very distinct cultures that today hardly resemble each other.

The first is known as the *daoine sidhe*, the lordly elves who live near humans and interact with them on a limited basis. The other is called the *lledrith sidhe*. These elves have tried to stay true to their heritage and avoid contact with humanity and other races as much as possible while practicing the magic of Tir Na n'Og. The intermarrying of (or tempestuous liaisons between) sidhe and humans has created a third group, known as *hanner sidhe*, or half-elves. Finding little for themselves in either human or sidhe

society has led the hanner sidhe to create their own culture. Their communities often flourish alongside both humanity and sidhe, usually by acting as a bridge between the two.

DAOINE SIDHE (ELF LORDS)

Called elf or sidhe lords by most commoners, daoine sidhe knights inspire humans and elves alike with their acts of bravery and honor. Like humans, the daoine sidhe have their own codes of honor, though these codes are unique to each of their communities. Daoine sidhe believe in the strength of family and fiercely defend their homes against any enemy. The armor worn by daoine sidhe knights often glitters in the sun, inspiring other knights on the battlefield. Many are also impressed by the skill daoine sidhe demonstrate with sword, bow and other weapons. Magic is still very much part of daoine sidhe society, but it has become more subtle and is used for purposes other than combat.

Personality: Humans who are friends with individual daoine sidhe know they have two very distinct personalities. When around family and friends daoine sidhe are very generous, friendly and outgoing. Outside of their communities daoine sidhe become very formal and concerned with detail. Daoine sidhe often take the time to learn the customs of other cultures so they don't commit social *faux pas* when visiting. Some call these daoine sidhe attitudes "hiding in their armor."

Even outside of their lands daoine sidhe enjoy taking part in games. They enjoy not only testing their physical and combat skills in tournaments and competitions, but also developing mental skills with tests of memory, puzzles and games. Daoine sidhe can be very competitive, and it is not uncommon for boasts to evolve into impromptu matches to see if one's abilities can match his words.

While most daoine sidhe try to keep their cool when dealing with other races, they won't hesitate to draw steel if accused of cheating during a tournament or using dishonorable tactics in combat. Daoine sidhe know that other races suspect them of using magic to enhance their abilities and they go to great lengths to prove that those who follow their codes do not use magic to cheat.

Daoine sidhe clans each hold to a slightly different version of the code their knights follow, which is confusing to outsiders and sometimes causes conflicts. Some clans allow



female knights, while others only allow women to use spears and bows. Most have similar tenets regarding the treatment of unarmed and fallen opponents and many have limits on outright killing of other knights. Most codes forbid using spells that enhance armor (such as *mage armor*) or damage an opponent at range (*fireball*, *lightning bolt*, etc.). Some clans do allow knights to use spells like *mending*, *light*, *tongues*, *sending* and different protection spells in situations that help noncombatants.

Clans known for using magic are watched very closely and often have to deal with accusations made by other sidhe clans as well as outsiders. Even daoine sidhe knights who follow their codes to the letter must explain the use of magic to clan leaders. Unjustified use of magic can cause a knight to lose a great deal of status in the community. A severe breach of the code can even result in a knight having to go through the

rite known as *Drylliad o' Glaiif*, or "Breaking of the Sword." This ritual shatters the guilty knight's sword, one shard of which she must then carry openly at all times. Depending on the clan leaders' judgment, the knight's family may also share her punishment, which usually means banning the knight's children from ever becoming knights themselves.

Some of the most popular stories are about elven knights regaining their honor after having it unjustly taken from them. Bards also tell many tales about the combats of daoine sidhe knights. Most describe how a sidhe knight uses graceful, almost dancelike movements to swiftly cut down several opponents. Small groups of daoine sidhe knights are renowned for defeating large hordes of Picti and even Aesr.

Physical Description: All the fae races that come to the mortal world go through changes as they adapt to living outside Tir Na



n'Og. Most of these changes are due to the lower mana level of the mortal world. Many fae in the mortal world aren't as powerful as fae races living in what mortals often call the Other World. Over time, daoine sidhe have become physically stronger even as their magical abilities continue to diminish. The current generation of daoine sidhe is larger than that of their forefathers, but they have not lost much of their agility and gracefulness.

While all sidhe still appear slim, male daoine sidhe now grow between 5 and 6 1/2 feet tall and can weigh as much as 180 lbs. Female daoine sidhe also grow taller than other elves but weigh less than males. Even though the daoine sidhe aren't as frail as their lledrith cousins, they haven't lost the fine features and grace that make them beautiful.

The daoine sidhe also haven't lost their eye for beauty in their clothes, jewelry and art and have carried their simple aesthetics over into the crafting of weapons and armor. Humans and other races often use the quality of the armor a daoine sidhe knight wears to determine the status of the elf lords they encounter. Low-level knights and squires often wear leather or studded leather armor. Knights of higher status wear scale or chainmail armor made from brass, silver and sometimes gold. Knights of very high station wear scale made from mythral. One thing that daoine sidhe still have in common with the other fae races is an aversion to iron. Having lived in the mortal world for many generations, iron doesn't affect daoine sidhe as strongly as other fae, but wearing too much still causes harm and even death. Daoine sidhe wield iron weapons, and can even wear gauntlets made of iron, but wearing anything more than leather with iron studs pains them.

Sidhe smiths developed new smelting methods to deal with this problem and began using other metals, including silver and gold, to make armor. Some suspect that the meinedd taught the daoine sidhe the arts of making armor from what many consider soft metals, but the elves have since taken the knowledge in their own directions, often making beautiful designs out of the scale and chain patterns used to create their armor.

Living in the mortal world has also reduced the life spans of the average daoine sidhe. In the Other World sidhe can live as long as a thousand years, but in the mortal world most elves lifespans hover around 500 years.

Relations: Daoine sidhe get along fairly well with other fae and humanity, though many other fae consider daoine sidhe boring and don't understand why they no longer care about the magic that helped create them. Humans trust daoine sidhe more than other fae and even other sidhe, and for good reason: Daoine sidhe knights have defended human villages under attack when other knights weren't around to help. Various daoine sidhe clans send knights to take part in contests and jousts in human holdings, although they only rarely invite human or other knights to take part in daoine sidhe competitions, and invitations are usually given only to knights the elves know.

The elf lords allow knights of other races to enter their holdings to deliver messages and invitations, but commoners may not travel in daoine sidhe lands without the permission of a specific knight or lord. Small groups of commoners are sometimes granted writs to visit a specific knight or settlement, but these boons are rare and usually last for only a short period. People invited to sidhe lord lands find that the elves follow the common rules of hospitality and often prepare feasts for their guests. Trespassers in elf forests are escorted back to their own lands, usually with a warning of harsher treatment should they return.

Besides taking part in contests, daoine sidhe also trade with humans, meinedd and some other races. Most sidhe prefer trading through hanner sidhe settlements, but some do work directly with other races. Daoine sidhe get along with meinedd and a few sidhe lords even take dwarven fighters as part of their retinues. Some daoine sidhe find the dwarves' near-constant haggling and boasting rather irritating and so prefer trading with dwarves though humans or hanner sidhe. Of all the fae races, the daoine sidhe favor cellwair as both companions and friends. Both daoine sidhe and the halflings share a love for stories, songs and music that are more than rowdy drinking songs or stories of how a knight slew so many in combat. Sidhe lords and halflings celebrate the simpler things in life, and it is not uncommon for a halfling to act as a retainer for a sidhe knight.

While daoine sidhe extend the hand of friendship to most other races, some are carefully watched and seldom, if ever, trusted. Hobgoblins are treated with the barest of courtesies, and the elf lords keep their swords near when half-orcs are around. Individuals who prove their



honor may win some respect from elf lords, and the noblest have even been invited to take part in daoine sidhe tournaments.

Of all the races the daoine sidhe interact with, they have the greatest conflict with their “brothers of the forest,” the lledrith sidhe. Since the two cultures split many millennia ago each side has treated the other with nothing but disrespect and mistrust. Called *Syrthiedig* or “the fallen” by the elf lords, daoine sidhe consider most lledrith to be backward-thinking elves who cling to outdated traditions. The daoine sidhe don’t understand why the lledrith haven’t tried to adapt to their new home.

The argument has gone on for generations, with each side accusing the other of abandoning their heritage. Daoine sidhe also disapprove of the way their cousins treat other less magical races and manipulate people for their own ends. This dishonorable behavior angers many sidhe lords, who sometimes accuse lledrith of stirring up trouble between other races. Meetings between the two sidhe races are often tense affairs, in which even the smallest slight turns friendly banter into verbal sparring matches that become deadly unless someone intervenes. For these reasons daoine sidhe often won’t go to a meeting if they know lledrith will also attend, instead sending dwarven or halfling intermediaries to handle negotiations.

Despite their differences with the lledrith and other races, the daoine sidhe don’t hesitate to help when other communities come under attack. Daoine sidhe knights have helped repel invasions and raids from Picti, Aesr and other groups. Many settlements along the borders of elven forests offer hospitality to daoine sidhe knights when they are on campaign.

Alignment: Like most fae races, daoine sidhe value life and freedom, though the sidhe lords believe that a system needs to be maintained to ensure that freedoms are protected. Daoine sidhe favor law more than other fae races do; this tendency toward lawfulness, however, does not express itself in a strong desire for firm class divisions as it does in some other lawful societies. It’s just as easy for a merchant’s son to prove he’s worthy to become a knight as it is for a lord’s daughter. The daoine sidhe also believe that protecting the freedom of others ensures they keep their own freedoms.

Daoine Sidhe Lands: The daoine sidhe tend to live in small communities of about a hundred elves. Most communities are built

around a single lord or a small group of knights. Some outsiders say that larger elven communities exist, but the sidhe never speak of them, saying only that they don’t know about elves living in other places. The daoine sidhe prefer to live in forests, sometimes in tree-encircled meadows with room for a small keep and a jousting field.

As a rule most sidhe knights refrain from getting involved in the politics of the surrounding human towns and villages. At the time of the High King’s campaign of unification, however, many of the elf lords found themselves choosing sides. Most remained neutral and concerned themselves only with protecting their own holdings. Some decided to oppose the High King and join with human kings resisting the unification; others felt that the good of all people would be served by the ideals of Camelot, and joined the High King’s crusade. This division among daoine sidhe became known as the *Mawr Holtt*, and resulted in many personal feuds and conflicts between sidhe lords accusing each other of dishonorable acts against members of their clans.

Religion: One of the underlying reasons for the conflict between the daoine and lledrith sidhe is that they don’t worship the same deities. The daoine sidhe do not care as deeply for the gods of the natural world that the lledrith favor; instead, the daoine sidhe prefer idealized deities that reflect their own standards. Argante, goddess of life, honor and courage, is the most popular goddess among the elf lords. The daoine sidhe also revere Morrighan and Beli, the progenitors of the fae pantheon, in their role as the ultimate family authority.

Languages: Keeping with their traditions, sidhe usually speak Sylvan as their native language and learn two or three of the languages spoken by other races living around them. Most learn to speak the common tongue of the Realm, in order to avoid being at a disadvantage in relations with their neighbors.

Names: Daoine sidhe names tend to be fairly “elven” in sound, rolling like liquid and relatively free of harsh consonants. Some iconoclasts have adopted names of human heroes as a gesture of respect for their new neighbors; heroes of the race often commemorate their greatest accomplishments with deed names. One custom common to other races but unpopular with the daoine sidhe is the addition of “son or daughter of” (or a syllable meaning the same) to one’s name. The daoine sidhe find such names inel-

egant and a little bit insulting, as if one expected preferential treatment for lineage to supersede honor gained through deeds.

Male Names: Arthegal, Begwynath, Cethrassir, Dasselath, Gemarest, Llethwyn, Midir, Owain, Rhamneth, Siovron, Tiranuil, Yvain

Female Names: Amriath, Aulwyr, Braethri, Cathria, Etain, Fhydris, Llanwy, Meradwyn, Scathach, Vhallain, Ysfalla

Adventurers: Daoine sidhe adventure for more than just the chance to visit other people and places. An adventure needs to have some purpose behind it and not just be aimless wandering to catch the interest of an elf lord. Not all adventures need be quests for honor or glory; some can be as simple as testing a new skill or weapon.

Outside of their own holdings sidhe lords dislike staying in any one place for very long, so they often look for new things that need to be done. Daoine sidhe take an interest in current events so they can help if needed. Rumors of robber knights or monsters preying on commoners are opportunities that sidhe lords look for. Even a small errand like escorting a young maiden to a nearby town is something elf lords often do.

DAOINE SIDHE RACIAL TRAITS

- +2 Dexterity, -2 Wisdom: Daoine sidhe are remarkably agile, but their fae nature affects their strength of will.
- Medium: Daoine sidhe have no size-related bonuses or penalties.
- Daoine sidhe base movement is 30 feet.
- Low-Light Vision: Daoine sidhe can see twice as far as a human in low-light situations such as starlight, moonlight and torchlight. They can also still perceive color and detail under these conditions.
- Iron Allergy: Daoine sidhe take 1 point of damage each round they wear iron or steel armor, or are in contact with a similar quantity of iron or steel. Smaller amounts of iron and steel (such as manacles) do not do damage, although they make the daoine sidhe very uncomfortable.
- Daoine sidhe receive the Martial Weapon Proficiency feats for the shortbow, longbow, composite bows, and short sword. The longsword is restricted to knights.
- +2 racial bonus on Listen, Search and Spot checks. Sidhe lords can also make a Search check if they pass within 5 feet of a secret door.

- Spell-like Abilities: A daoine sidhe with a Charisma score of at least 10 has the following spell-like abilities: 1/day: *dancing lights*, *daze*, *faerie fire* (CL 1st; save DC 10 + daoine sidhe's Cha modifier + spell level).

- Automatic Languages: Common and Sylvan. Bonus Languages: Dwarven (Meinedd), Celestial, Goblin, Infernal, Orcish.

- Favored Class: Knight. Multiclass daoine sidhe do not count their knight class levels when determining whether or not they suffer an XP penalty. The daoine sidhe are a race of nobility, and those elf lords who take up arms aspire to knighthood more than anything else.

LLEDRITH SIDHE (FOREST ELVES)

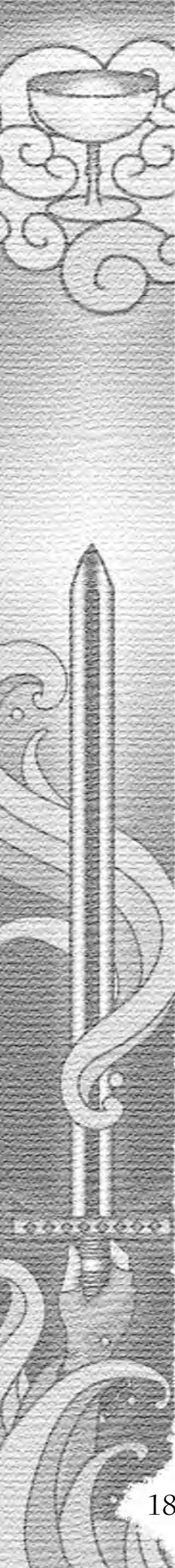
“One can say both good and bad about lledrith, as little is known and much is feared about them. They are simply fey — creatures of great grace but little understanding for the ‘lesser’ races of mortals.”

— Passage from *The Secret Lives of the Forest Folk* by Seer Givlich

The lledrith sidhe followed their daoine sidhe cousins to the mortal world, but they remain truer to their fae nature. Known as “forest fae,” most lledrith seldom leave their homelands. Any lledrith who do pass through human lands do so largely unmolested, not out of love for their kind, but out of fear for their reputed skill with spells and potions.

The lledrith don't speak much to outsiders about their history, but some tell of how the first lledrith weren't welcomed by the daoine sidhe and had to fend for themselves in the mortal world, engendering bitter resentment still felt by both sides today. Unable to return home, the lledrith decided to dedicate themselves to increasing the magic of the mortal world until it is the same as Tir Na n'Og. Today the lledrith sidhe have succeeded increasing the level of magic in their own lands, but have done little elsewhere.

Personality: Lledrith are friendly to people they respect, but gaining that respect usually hinges on one's appearance or level of magical skill. A handsome knight or powerful druid is given courtesy and deference, while lledrith treat lower-ranked squires or assistants with a polite but curt demeanor. Most commoners find the lledrith haughty and distant, but nobles and other high-ranking people have fewer problems. It's not uncommon for a known lledrith leader to be invited to watch a tournament, or for a lord to



ask a lledrith for counsel during troubled times. Lledrith sidhe enjoy being the center of attention in a group, but quickly grow bored if the group doesn't have interesting conversation. Unlike the daoine sidhe, who seldom wed outside their own race, lledrith often marry members of other races, though these marriages almost never last. Marriages that end badly are often fodder for stories of spite and revenge.

Lledrith sidhe strive to experience beauty and make things beautiful around them. They perceive the most beauty in living things but do have a keen sense of aesthetics in art, dance and clothing; to them, the mortal world is an unfinished work that, with the help of their magic, could bloom into a paradise. However, not everyone shares the lledrith sense of aesthetics and opinions about the world, and the lledrith are contemptuous of any who object to their goals. The forest fae can easily turn on people who were once their friends and lovers. Bards tell popular tales of revenge by jilted lovers and of lledrith using scandal to destroy the reputation of a knight. Lledrith aren't above manipulating people they lose respect for. Knights, druids and others have been used as unknowing pawns by the lledrith in various plots and schemes.

Those few who stay on a lledrith's good side find her to be honest, trustworthy and willing to make great sacrifices. The basis for these extremes in lledrith behavior is that they view life in terms of good and bad with scant middle ground; they have little respect for fence-sitters. To a lledrith being in the middle shows a lack of commitment, which means that the person cannot be trusted.

Lledrith participate in archery contests and competitions involving tests of balance and agility, but don't generally compete in tournaments involving sword fighting and jousting. Lledrith seldom use longswords in combat, preferring short swords or other light weapons like maces, and short and long spears. Lledrith also use short, long and composite bows but consider crossbows unwieldy and cumbersome. Some do carry heavy maces or flails, but like the crossbow, many lledrith sidhe find these weapons are too heavy for them to use effectively.

Physical Description: Unlike the daoine sidhe, lledrith have changed little since coming to the mortal world. Both males and females range from 4 1/2 to 5 1/2 feet tall and weigh between 80 and 150 pounds. If anything, lledrith are more exotic-looking than even other fae

aces. Lledrith like to accent their features with bright colors and soft clothing that shifts with their movements. Males and females of other races often blush at the clothing lledrith wear at tournaments, and then go and copy the look. While not as heavy as men of other races, the fine features of male lledrith extend to their having well-defined, if slight, muscle tone.

Lledrith wear only leather and hide armor, and on rare occasions studded leather. This is because iron is more dangerous to lledrith than to other fae. Wearing iron armor for even a few minutes causes debilitating damage that takes a long time to heal. Lledrith still have very long life spans, even by fae standards. The average lledrith can live to be well over 800 years old.

Relations: Lledrith tend to judge individuals by their actions, but even then lledrith associate with some races more than others. Lledrith prefer the company of halflings and other fae races, though they can coexist fairly well with humans when it suits their purposes. They tolerate the presence of hanner sidhe but often in a condescending way.

The lledrith have the most difficulty dealing with their daoine sidhe relatives. The animosity between the two runs deep; the lledrith feel their daoine sidhe brothers have abandoned them and their racial heritage. The lledrith also dislike the meinedd, whom they blame for filling the world with the iron that is anathema to them. Curiously, lledrith tend to be more tolerant of hobgoblins and half-orcs than other races and even let the half-breeds live on lledrith lands.

One thing that complicates relations between lledrith sidhe and other races is that lledrith often meddle in the affairs of other communities. It's not uncommon for lledrith to insinuate themselves into situations that aren't their concern. The lledrith are involved in several conflicts between other races during the reign of the High King, which often spawns resentment for their interference. Conversely, the forest elves seldom allow outsiders into their lands. Lledrith usually only allow passage only to individuals or small groups on specific errands. Even with permission, outsiders travel in the lledrith areas at their own risk, and the forest fae take no responsibility trouble strangers may encounter. Bards spread tales of humans and other races journeying through lledrith lands and either coming back changed or not at all. Other stories tell of trespassers and others

who have severely broken lledrith law falling prey to a ritual the lledrith call *anaraf helfa*, or the Wild Hunt.

The lledrith hold solstice festivals and may invite important people from surrounding communities to attend. Lledrith rulers use these festivals to learn of events in other areas and deal with problems that may have arisen during the previous season. Most festivals last for a few days, with plenty of food, wine and entertainment. Unlike tournaments, solstice festivals have very little in the way of martial competitions. Instead the entertainment consists of dancing, singing and watching or taking part in plays and pageants.

Alignment: Change and adaptation are the two aspects of nature that lledrith sidhe admire most strongly. The lledrith philosophy tends toward the chaotic side of things, and many lledrith fully embrace their role as agents of change. Most lledrith believe in the common good and that an individual's actions should benefit everyone. Although most lledrith sidhe have good intentions, they live in a world where change often is unwelcome. Some become jaded and angry when others reject their attempts effect changes. Lledrith can sometimes let their lack of respect for less magically-inclined races turn into outright scorn and disregard those races' opinions entirely. Lledrith have no particular bent toward good or evil.

Lledrith Lands: Of all the known areas in the world, the lands of the lledrith sidhe have created the most mystery and stories. Lledrith believe that farming and other changes to the land reduce its magical strength. They therefore try to minimize the amount of physical change; lledrith communities tend to be both small and well hidden. Each community is run either by a single enchantress or by a druid, while councils of druids or arcane spellcasters called cyngors run larger groups. Many lledrith communities have existed for centuries and have gradually increased the magic level in their lands. The mana of very old lledrith communities has even grown strong enough to create portals to Tir Na n'Og. The lledrith are often associated with stories of dying mortals being brought to the Faerie to be healed.

Many lledrith lands have a notable population of fae and magical beasts. Depending on the community and its outlook, a lledrith settlement may have allies among benevolent fae, or with their crueller kin. Sprites, dryads, nymphs, satyrs, unicorns and centaurs are potential allies for

some lledrith townships. While these communities try to stay on good terms with other races, problems still arise. Some fae living in lledrith lands take children of cruel or uncaring parents and give them to other families or even the lledrith to raise.

Those communities that are more self-centered or outright evil reside in dense old growth or pine forests, or swamps where the tree canopy is thick enough to block out the sun. Bands of goblins, worgs and gnolls call these dark forests home and cause trouble for surrounding communities. Trolls and even hobgoblin black knights inhabit in these very old or powerful dark forests and swamps. In addition to humanoid monsters, other creatures like will-o-wisps and assassin vines dwell in these swamps and near dark forests. Robber knights often live in abandoned buildings and castles near the edges of dark forests as hideouts, paying part of their loot to the lledrith as tribute.

Trade with lledrith is very limited, mainly because they produce little beyond their own needs. The only products that lledrith do produce for trade are potions, colored cloth and what mortals call fae wine. Lledrith also don't sell potions or magic items to just anyone; the buyer must be of high status or have a very convincing reason for the purchase. Lledrith mages and druids also trade spells and magic items and instruct people of other races in the magical arts, but they are very particular about the pupils they are willing to teach. Any who want to become students must be both highly talented and attractive.

Religion: Lledrith have a penchant for pantheism, worshipping a number of gods who each manifest different aspects of the natural world that the forest elves love so dearly. Their druids rarely revere one god over others, preferring to honor each deity in turn.

If using the Excalibur pantheon, the lledrith are devoted worshippers of Flidais, Herne and Sylvanus. They also pay respect to Morrighan and Beli. Many also worship Aine, the fae goddess of love and desire, and Aengus, the god of beauty and perfection of form. Lledrith of more evil intent follow gods like Efnisien.

While the lledrith worship their own gods, they have also allowed humanity and other mortal races to worship them as gods. Many tales refer to lledrith as minor deities such as river spirits and forest gods.



Languages: Like the daoine sidhe, most lledrith speak Sylvan and the Common tongue of humans. They preserve a great many languages from their days in Tir Na n'Og, many of which are important for communicating with the magical entities with whom they prefer to deal.

Names: Lledrith prefer names that are easy for others to remember and pronounce; they like to make a lasting impression. Many lledrith also like to take names that others find mysterious and alluring.

Male Names: Ariorn, Brandach, Cathmir, Ceregos, Goewin, Ibrech, Lemminkaen, Mador, Patrice, Valmath

Female Names: Amerine, Belpessa, Caelia, Faun, Fuamach, Laethis, Llonwyn, Mawen, Nimwe, Ythrial

Adventurers: The lledrith's interest in the world and events outside their holdings makes adventuring a natural activity for many forest fae. Those lledrith who have attained skill as mages or druids also use adventuring to look for places to establish their own communities. While most lledrith try to aid others in their travels, some aren't above using their abilities for personal gain by becoming mercenaries or hiring on with groups for a period of time.

LLEDRITH RACIAL TRAITS

- +2 Dexterity, +2 Charisma, -2 Constitution, -2 Wisdom: Lledrith are graceful and compelling creatures, radiating fae glamour. However, they are not as hardy as races better adapted to the mortal world, and they lack a sense of discipline.



- **Medium:** Lledrith sidhe are Medium creatures, and gain no bonuses or penalties due to their size.

- **Lledrith base speed** is 40 feet.

- **Low-Light Vision:** Lledrith can see twice as far as a human in low-light situations such as starlight, moonlight and torchlight. They can also still perceive color and detail under these conditions.

- **Severe Iron Allergy:** Lledrith lose one point of Constitution every round they wear armor of iron or steel, or when otherwise in contact with a comparable amount of iron or steel. The Constitution loss is temporary ability damage, and returns at the rate of one point per day.

- **Immune to magic sleep and charm spells and effects.**

- **+1 racial bonus on saving throws against magical effects and spells.**

- **+2 racial bonus to Listen, Hide and Spot checks.**

- **Spell-Like Abilities:** A lledrith sidhe with a Charisma score of at least 10 has the following spell-like abilities: 1/day: *dancing lights*, *daze*, *faerie fire*, *ghost sound*, *pass without trace* (CL 1st; save DC 10 + lledrith's Cha modifier + spell level).

- **Weapon Proficiency:** Lledrith gain the Martial Weapon Proficiency feat with short sword, spear, light mace and flail, as well as short and long bows (and composite versions of each).

- **Automatic Languages:** Sylvan and Common. **Bonus Languages:** Aquan, Auran, Dwarven (Meinedd), Goblin, Ignan, Terran.

- **Favored Class:** Sorcerer. Multiclass lledrith do not count their sorcerer class levels when determining whether or not they suffer an XP penalty. The magic of Tir na n'Og still flows strongly in the lledrith's veins, and many of the forest sidhe have at least a small measure of innate magical talent.

HANNER SIDHE (HALF-ELVES)

"The children created by the union of fae and man are the inheritors of two very different worlds. Perhaps it was the hanner, as living proof that the sidhe and humanity are no longer worlds apart, that made it easier for both races to accept one another."

— Quote attributed to Math, hanner sidhe sage

Even before the sidhe arrived in force from Tir na n'Og, hanner sidhe were being born. "Changeling" babes came to many villages, the

result of dalliances between local humans and visiting sidhe, some of whom intended to scout the area for potential settlements. In the years since the greater sidhe immigration, more and more changelings — or hanner sidhe — have been born, enough now that the hanner have begun marrying among themselves and forming their own communities.

Most folk would expect that the hanner, as the offspring of elves and humans, wouldn't be fully accepted by either race. The truth is that hanner don't often care what their parents' societies think of them. The hanner belong to a slowly growing culture that combines elements and values of both human and elven societies. Using this culture as a basis, the hanner have forged their own place in the world, mainly by experimenting with the tenets of their parents' societies and using the results to create a community that gives individual hanner many options.

While the hanner like the communities they have created, sidhe, humans and other races often consider them anything from eclectic to outright strange. Adding to the strangeness is that no two hanner communities are the same. One might be a settlement of magic-wielding knights, while another is a non-magic-using group of forest dwellers. Hanner believe that when presented with many opportunities, individuals naturally gravitate to those for which they are best suited or which most hold their interest. This philosophy encourages hanner to learn and develop as wide a selection of skills as possible.

Personality: Hanner tend to be outgoing and personable individuals. They make friends easily and others regard them as trustworthy companions. While hanner can be friendly, they tend to react strongly to those who crudely insult their heritage or parents. All hanner share a love for beauty and art, but they don't always share the same ideals of things like magic or knighthood. Hanner with daoine sidhe parents tend to value personal integrity and honor, while hanner from lledrith stock look at things in terms of action and reaction, and how people can benefit by doing things differently.

To avoid ostracism at an early age, most hanner living in human or sidhe lands find foster-parents in a hanner community close their hometown. Social skills and etiquette are taught to all hanner children early in their fostering so they are able to deal with other races later in life.

Throughout their fostering, hanner are tested and acquire various skills and training as they search for the trade that suits them best. This part of the fostering can be a long process that often sends hanner to different communities to learn from different teachers. It's not uncommon for a hanner to learn several skills before deciding on a specific profession to focus on. Most hanner complete their fostering between the ages of 25 and 30 years old, usually having acquired enough skill to be competent in a couple of professions.

Physical Description: Hanner sidhe have a wide range of physical characteristics depending on their elven ancestry. Male and female hanner range from 4 1/2 to over 6 feet tall. Males can weigh as much as 200 pounds, while female hanner weigh as much as 150 pounds. It is easy for hanner to tell which of them comes from lledrith stock, as lledrith hanner keep their well-defined features. Daoine hanner often take on the hair and eye color of their human parents, so it's common to see a hanner with blond hair and brown eyes. Hanner sidhe can live as long as 300 years.

Hanner also adopt different styles of dress, ranging from the bright soft clothes worn by lledrith to longer, more formal cuts worn by daoine sidhe, humans and other races. Having been taught various customs of other races early in their fostering, hanner are often welcome at events held in nearby communities such as tournaments, solstice festivals and other celebrations. Being larger and stronger than their sidhe parents and other fae allows hanner to take part in a wide variety of activities, including jousting and sword fighting. Being able to blend in is important to hanner, who not to draw a lot of attention to themselves.

Due to their half-human ancestry, hanner sidhe can use iron armor without difficulty, and those hanner who don't specialize in magic often wear chainmail, scale and even plate made from iron or steel. Most hanner prefer using long swords even if they aren't knights, but they are also skilled with bows and throwing weapons, including javelins and darts.

Relations: Part of the fostering that hanner receive prepares them for dealing with other races that often don't have that much respect for their kind. Hanner get along well with most other races, but the other races don't always know what to make of them. Hanner even have difficulty with daoine sidhe, lledrith and human

enclaves, where they are viewed as strange outsiders and treated as second-class citizens. While the hanner run into some difficulties because of what they are, they can find acceptance due to their friendly demeanor and their wide range of skills and abilities.

While the hanner get along with fae and most other civilized races, they don't work well with barbarian races that use brute force to rule their people. Hanner strongly dislike orcs and half-orcs due to the orcs' tendency to target hanner settlements for raids. Hanner also are not willing to work with hobgoblins, but that doesn't stop wicked black knights from capturing hanner as slaves.

Alignment: Coming from a diverse heritage allows hanner to be open to both lawful and chaotic points of view. While most believe in the common good, others who have experienced severe prejudice and mistreatment sometimes turn to evil in the course of avenging the wrongs they have suffered. Many hanner find fault with the definitions of good and evil, so they remain neutral, seeking neither to promote the greater good nor to disregard it entirely in pursuit of their own selfish aims. Most half-elves in a hanner sidhe community share the same alignment.

Hanner Lands: Hanner do have a few holdings of their own, which are usually located near other human, meinedd and sometimes sidhe and lledrith settlements. Each hanner sidhe town is unique, both physically and in the mindset of its people. Travelers often marvel at how one hanner community might dwell in a large group of tree houses, while another might live in more "mundane" thatched huts. Besides having their own building designs, each town has its own laws and customs. Like other sidhe, hanner don't farm their lands but have domesticated grazing animals to feed their populations. Hanner settlements often grow much larger than both daoine sidhe and lledrith communities, so the hanner don't worry about hiding the locations of their homes. From early spring to late fall many hanner towns hold events called *casglus* or "gather," to which people from various communities come to trade and take part in a festival-like atmosphere.

Most communities encourage hanner born in other villages to join them so they can grow up among their own kind, but these offers are sometimes refused by one or both of the hanner's parents, which leads to difficult situations. Many

stories of children being taken by fae arise from young hanner being taken from their parents and brought to hanner settlements.

Besides living in their own communities, hanner also form enclaves in other communities, usually by establishing a business or acting as traders. Hanner, halflings and sometimes meinedd often live in the same district of a human community.

Religion: Of all the sidhe, the hanner worship the widest variety of gods; they may pay homage to gods of the daoine sidhe, of the lledrith sidhe, or of their human parents. Hanner who come from daoine sidhe stock often worship Argante, while those who live more like lledrith tend to follow Flidais or Herne. Hanner sidhe who become smiths or guildsmen worship the Trio of Smithy Gods. Of the hanner raised among humans, more tend to worship Druena than Daeos, although the difference in numbers is not dramatic.

Language: Most hanner are raised on either Common or Sylvan, and try to master the other as soon as possible. Hanner tend to accumulate fluency in languages in order to make their travels easier.

Names: Hanner are named by their human or sidhe parent, and thus follow either human or sidhe naming conventions.

Adventurers: Hanner sidhe enjoy exploring the world for many reasons, so adventuring comes naturally to them. Some adventure to learn new skills, or further develop ones they already have. Since hanner often live in several different communities before settling down, it is not uncommon for them to adventure simply to find a new place to live. While hanner enjoy moving around, they always have a goal or series of goals in mind before starting an adventure.

HANNER SIDHE RACIAL TRAITS

- **Medium:** Hanner are Medium creatures, and gain no bonuses or penalties due to their size.
- Hanner have a base land speed of 30 feet.
- +2 racial saving throw bonus to all enchantment spells and effects.
- **Low-Light Vision:** Hanner sidhe can see twice as far as a human in low-light situations such as starlight, moonlight and torchlight. They can also still see color and detail under these conditions.
- +1 racial bonus to Spot, Search and Listen checks. Hanner don't notice secret doors any more readily than their human ancestors.

- **Sidhe Blood:** Hanner can use magical weapons and items designed specifically for daoine and lledrith sidhe. They are also affected by magical effects that target sidhe.

- +1 racial bonus to untrained skill checks. Hanner have a gift for improvisation on the fly, and have an easier time attempting things that they aren't specifically trained for. This ability does not allow hanner to make untrained checks for skills that do not allow untrained skill checks.

- **Automatic Languages:** Common and Sylvan. **Bonus Languages:** Aquan, Auran, Dwarven (Meinedd), Goblin, Ignan, Orcish, Terran.

- **Favored Class:** Any. When determining whether a multiclass hanner takes an XP penalty, his highest level class doesn't count.

HALF-ORCS

"Sir Josian must be mad! To have a... a thing like that dressed in his livery, pouring him wine at table, saddling his horse? I thought the Duchess would faint when she saw that monster attending Sir Josian! Yes, it was surely noble of him to spare the brute's life, and I can appreciate that it at least understood enough of gratitude, but really — shouldn't a lackey like that be better kept in the kennel?"

— Amian Dorough, seneschal to Duke Malgreant, in private conversation

Although half-orcs are hardly a race to conjure up images of chivalry and nobility, they too can have their place in an Arthurian campaign, as representatives of the wild world that threatens the glory of Camelot. Just as barbarians serve as a contrast to the more refined chivalry that is the symbol of an Arthurian setting, half-orcs can contrast and complement the knights of the realm — or even, under the right circumstances, join them.

In an Excalibur campaign, half-orcs are descended from the human and orc tribes of the Picti, the barbarians to the north. Some Picti tribes exchange daughters to seal a truce, and half-orcs arise in surprising numbers from this practice. Some half-orcs are also raised in the Realm, although they are less common. It is rare indeed to see a half-orc serving the High King, much less knighted for his service. But just as humans from other kingdoms have sworn allegiance to the Realm, so too can the wild children of the mixed orc and human barbarian tribes to the north.

Personality: The half-orcs of an Excalibur campaign are primal by nature, the sort to howl a war anthem to the night sky or dance madly about a bonfire rather than sing a harvest song and dance a pavanne. They have no particular innate bent toward cruelty, but are quick to use force to settle conflicts; they are the children of the harshest places of the world. Though somewhat wild and unfettered, they are less fickle than many of the fae races, and can be incredibly stubborn. Half-orcs tend to believe in things (chieftains, gods, or even their own strength) with all their hearts, and can be remarkably loyal to those who earn their friendship.

Physical Description: Half-orcs are generally tall and massive, ranging from 6 to 7 feet tall, and usually between 180 and 275 pounds. Their jaws are massive and full of strong, slightly sharp teeth, their skin is usually grayish-brown, and their eyes are typically dark. Their hair is thick, coarse and dark, and half-orcs of both sexes frequently wear it in dreadlocks. They are very fond of tattooing and scarification as body adornments, and use woad as enthusiastically as a noblewoman might use other cosmetics. Most favor the leather and hide garments of their barbarian people, which are often better-made than others expect; a half-orc's equipment may be tooled with surprisingly intricate designs, usually in spiral patterns. Of course, some half-orcs who embrace life in the Realm completely try to emulate their new neighbors in dress and mannerisms, sometimes with almost comical results.

Half-orcs reach maturity at 14 or 15, and rarely live longer than 75 years.

Relations: Half-orcs have a number of difficulties gaining acceptance from most races of the Realm; the barbarians of the North still raid the Realm's borders, which damns most half-orcs by association in the eyes of other races. They gain the most sympathy from hanner, who also understand the difficulties of mixed blood. Interestingly, half-orcs sometimes strike up friendships with cellwair; the halflings rarely suffer from barbarian raids, and the cellwair find the hulking, primal half-orcs exotic and intriguing.

Alignment: Most half-orcs are raised in a wild and chaotic environment, and this bleeds over into their personalities. They tend to be taught selfishness from their barbarian parents, and more turn out wicked and brutal than generous and kind, but their nature is no worse at heart than any human's.

Half-Orc Lands: Half-orcs live among the Picti barbarians in the northern highlands. They do not tend to control lands of their own, being the sons and daughters of predominantly human or orcish tribes. Still, one or two largely half-orc tribes have arisen, and these tribes have become self-sustaining through breeding with other half-orcs, or with humans or orcs on occasion.

Religion: The Picti practice a dark form of Druena worship that sometimes entails human (or humanoid or fae) sacrifice. Excalibur's half-orcs tend to venerate Druena in her aspect as goddess of the red-toothed, terrible side of nature, and frequently dedicate kills to her by pouring the blood of their enemies on the earth. On the other hand, some half-orcs have been converted to the more moderate Druenish worship of the Realm, some have been seduced by cults of the Adversary, and a few have even converted to Daeos. These Daeosian half-orcs practice their faith with surprising fervor, even if they are often more literal in their interpretation of doctrine than some might wish.

Language: Half-orcs raised among the Picti clans speak more Orcish than Common; Picti also speaks the Orcish language, although it's uncertain who originated the language. Surprisingly, orc shamans very frequently understand Draconic, and consider themselves the keepers of the tongue.

Names: Half-orc names reflect the culture they were raised in. Most half-orcs seen in the Realm have Picti names, but some who choose to become subjects of the High King renounce their birth names and take new ones.

Male Names: Arkhod, Cannaur, Crommach, Khol, Lorach, Maucmaugh, Murdaugh, Nalcaum, Nauch, Rhab, Vaugal

Female Names: Bhaudach, Brunn, Khalli, Maire, Moiragh, Namaigh, Rhaun, Shaishach, Taul, Urreth

Adventurers: Most half-orcs who leave their lands under peaceable conditions do so out of wanderlust and curiosity, from the desire to see the land where the warriors encase themselves in metal and ride huge horses. They earn suspicion throughout the Realm, but they are often better accepted than human or orcish barbarians — it's thought (or at least hoped) that they might take the best from both their parents, and be less savage than either. Also, it's said that the surest way to get a barbarian's attention is to best him in fair combat, and this is genuinely true with half-orcs. Many half-orcs take to a life of

adventure under the High King's blessing after they have been fairly bested by a knight; there is no dishonor in swearing allegiance to a worthy foe, and a half-orc might make a very unconventional squire to a knight of the Realm.

HALF-ORC RACIAL TRAITS

- +2 Strength, -2 Intelligence, -2 Charisma: Half-orcs inherit a measure of power from their orcish blood, but rarely grow up in environments that encourage intellectual development, and often suffer from self-esteem issues that diminish their force of personality.

- Medium: Half-orcs suffer no particular size-related bonuses or penalties.

- Half-orcs have a base move of 30 feet.

- Darkvision: Half-orcs can see up to 60 feet in total darkness, although this perception is only in black and white.

- +2 racial bonus to Intimidate and Survival checks. Half-orcs give off an aura of danger, and learn quickly to look after themselves.

- Half-orcs can use magical weapons and items designed specifically for orcs.

- Automatic Languages: Common and Orcish. Bonus Languages: Draconic, Dwarven, Goblin, Sylvan

- Favored Class: Barbarian. When determining whether a multiclass half-orc takes an XP penalty, his barbarian class levels don't count.

MEINEDD (DWARVES)

"Never did the meinedd dance around our fires or offer praise to the wondrous all. No, they kept to their burrows until one day we called the meinedd to dance, but found their burrows empty."



— Part of an old story of how the meinedd left Tir Na n'Og.

Several generations ago the meinedd, or "stout fae" as dwarves are sometimes called, used a great deal of their magical energy to come to the mortal world from Tir Na n'Og. With little magic left to them, the meinedd began rebuilding their society based on strength and skill at making iron weapons and armor. Some moved up to the cold lands in the north, where they encountered Northmen and became part of their folklore. Most either remained in the Realm or moved to the mainland. Those meinedd who stayed began building new homes in the mountains and started making contact with other races.

Over time the meinedd found that they had not completely lost their magical abilities, but the number of dwarves who can wield strong magic is less than ten percent of the total population. Still, these meinedd earned a prominent place in dwarven society due to their ability to enchant armor and weapons. Known as *saethu*, these dwarven wizards and sorcerers design and forge weapons of great power. Most clans keep a close eye on their *saethu*, but many are allowed to adventure to gain knowledge before becoming weaponsmiths.

The meinedd have suffered through some clashes with humans and other races who covet the meinedd's superior arms, armor and other metalwork. The meinedd were well able to protect their own, but the hostile nature many mortals have shown to the dwarves has left a long-lasting impression that still colors how the meinedd view other races today. Only the *sidhe*, who knew the meinedd when both races lived in Tir Na n'Og, and a very few human clans, treated the dwarves with enough respect to earn a small amount of trust.

Personality: Behind the reserved façade most meinedd show to outsiders is a race that still shares the zest for life and happiness common to the fae races. The two things that limit meinedd expressing their inner selves to others are wariness and a desire to preserve their dignity. Meinedd learn from an early age to take their time establishing friendships with people of other races. Many elders warn younger meinedd to judge outsiders by their actions and not just their words.

Among themselves meinedd are jovial and somewhat brash. They enjoy telling tales and singing songs that pay tribute to deeds done by

their clan and elders. Storytelling is a fine art among the dwarves, and those who don't do well often have to deal with interruptions such as questions about the tale not making sense or jokes and crude comments. Meinedd like drinking ale and beer in the company of friends and comrades, but prefer much stronger brews than most humans and *sidhe*. Serving meinedd poor beer is sure way to make them angry.

Friends of the meinedd know they place high value on friendship, bravery and honesty. Many outsiders think that meinedd are more materialistic than is actually the case. The dwarves see beauty in things like flawless gems and a masterfully-crafted weapon, but most meinedd don't place material things above the friends or staunch allies who fight beside them. Breaking an oath to meinedd is a very serious offense, so they often spend a great deal of time with friends of another race before making any promises or other commitments to them.

Physical Description: Male meinedd range roughly from 4 to 5 feet tall, though those who actually reach five feet are rare. Female meinedd tend to reach roughly 4 1/2 feet tall, and both sexes tend to weigh between 130 and 175 pounds. Meinedd may be pale or dusky, with reddish, brownish or even grayish hues to their skin; in the Faerie, they almost seemed to be made of earth and stone, and that illusion has yet to fade completely from their appearance. Most meinedd have brown eyes and either black or brown hair; the males wear beards. Meinedd may live as long as 500 years.

Meinedd favor soft clothes in earth-tone colors. They don't pay much heed to fashion, but most dwarves do have clothing for special occasions and events. The meinedd take the same approach to armor; they prefer simple, well-built armor that is easy to get in and out of.

While meinedd like some things simple, they spare no effort in maintaining their beards and weapons. Most other races have learned to associate a meinedd's position in his clan by both the style of his beard and how ornate his weapon is. Clans often compete with each other to create new beard styles.

Potent meinedd warriors receive ornate weapons in recognition of their skill and status within their clan. The new owners accept these weapons in elaborate ceremonies attended by all the clan members. Most meinedd learn to wield warhammers or heavy picks and maces in battle, until they demonstrate enough skill to train with

great axes. Only exceptionally skilled meinedd fighters wield war axes or the *urgrosh*, and many of the weapons used by such fighters are handed down from retired or deceased warriors who can no longer use them. Meinedd consider losing such a weapon in battle a severe loss of status to the fighters' clan.

Relations: How meinedd clans treat another race depends on how honorable the race has been toward them. Unlike the *sidhe* and other *fae*, the meinedd don't lump all humanity together, instead treating human groups and clans individually. The *Picti* have irritated the meinedd for many years, with their constant raiding of various meinedd trading outposts. The raids also make the meinedd less friendly toward the *lledrith* and half-orcs who rule some *Picti* clans. Meinedd get along well with most of the knights and nobility of the Realm. During the reign of the High King, many meinedd clans embrace the goals of Camelot and are staunch supporters of the knights of the Realm.

Meinedd also deal with the *sidhe* and other *fae* races on a case-by-case basis. They generally have good relations with *daoine sidhe* and *hanner sidhe*, thanks to strong trade arrangements. *Hanner* often accompany dwarves going to different lands and are trusted enough to sometimes be asked to deliver messages to people who are not on good terms with the meinedd. Meinedd get along reasonably well with *cellwair*, but often are irritated with their flighty manner, and don't like being the victims of their pranks.

The meinedd don't have very good relations with *hobgoblins*, *lledrith* or *fey*. Dwarves don't trust most *hobgoblins* even if they claim to be knights, though individuals who prove their honor may earn some respect. The meinedd accuse the *lledrith* of becoming involved in clan business and disrupting their affairs. The *lledrith* don't deny they have caused problems for dwarves and justify their actions as revenge for the meinedd teaching humans how to forge iron.

Alignment: The structure of the clans and the codes of personal honor meinedd follow all come from their belief in a lawful society. Most dwarves consider chaos dangerous and destructive, and many extend that prejudice to magic (especially *fae* magic). While most meinedd are good at heart, a few value gems and other material things more than their relations with other people, even to the point that they are willing to sacrifice friendships to obtain more wealth.

Meinedd Lands: People who trade with meinedd use the saying "you aren't allowed where you don't fit" to explain to outsiders where they are welcome in meinedd outposts. Other than specially constructed trading areas, other races know very little about meinedd settlements and their homes. Trading outposts are well defended structures located at the edges of meinedd territories and are built to be convenient for tall races such as *sidhe* or humans. Traders often talk about the elaborate halls with murals depicting great moments in a clan's history or statues of clan heroes. Areas not open to outsiders have hallways and doors built so that only meinedd can use them.

Most meinedd settlements are located in the hills and mountains. Trading outposts are usually built near the meinedd communities and are accessed by the dwarves through tunnels that connect the two areas. Being built mostly above ground, the outposts are often targets for barbarian raids. Despite the danger of raids and bandits, merchants do an active business with the meinedd. Most merchants trade in weapons, jewelry, beer, ale and foodstuffs. Meinedd don't do much farming and rely on trade with other areas for a portion of their food.

Unlike other races, most meinedd festivals and celebration are open only to individuals of other races who are friends and companions of the members of a specific meinedd clan. On very rare occasions leaders of other races are invited to meet with meinedd leaders to talk about various matters.

Meinedd who have human or *sidhe* friends sometimes live in their friends' communities. The meinedd skill in crafting weapons and armor is in high demand and meinedd can grow wealthy making weapons for knights. Those meinedd working outside their own lands seldom forge even the least powerful magic weapons or armor out of both respect for their clan and to attract unwanted attention.

Religion: Meinedd worship few *fae* gods other than *Argante* and the Three Smiths, and *Andrasta*, a warrior goddess. The *saethu* worship *Aedh*, Lord of Fire, who is said to infuse their forges with the mystical flames that burn in his own realm.

Languages: The meinedd language has evolved since coming from *Tir Na n'Og*; although it still maintains a lyrical character, the gradual creep of stronger consonants into the tongue has led bards to compare the language to

“a river pouring over rocks.” Most meinedd also learn Common for practicality’s sake, and some still speak Sylvan so they can communicate with other fae races.

Names: Meinedd names tend to mix softer and harsher sounds into an aesthetic whole. Meinedd frequently introduce themselves as of their clan name, usually translated into whatever language they speak.

Male Names: Albraech, Angrael, Brouthod, Dalshorn, Frocyn, Gramgrun, Malduc, Norfeolt, Traian, Waemerik

Female Names: Aldwa, Baduv, Faulkas, Krimmri, Mauncrah, Olwen, Praethec, Saugli, Scadra, Vaulkra

Adventurers: Meinedd are encouraged to travel early in life, not so much to gain status but to learn for themselves what the world is like and take that knowledge back to their clan. Demand for meinedd fighters is very high; they are often welcome as part of a knight’s retinue and as guards for travelers. Merchants also like to hire meinedd as caravan guards.

MEINEDD RACIAL TRAITS:

- +2 Strength, –2 Dexterity: Meinedd are the strongest of the fae, with astounding power in their frames. However, they are not as swift and nimble as other races.

- Medium: Meinedd have no particular bonuses or penalties due to size.

- Meinedd base speed is 20 ft. Meinedd can still move this full movement rate when wearing medium or heavy armor or when carrying a medium or heavy load.

- Darkvision: Meinedd can see up to 60 feet in total darkness, although this perception is only in black and white.

- Stonecunning: Meinedd receive a +2 racial bonus on Search checks to detect new and unusual stonework. A meinedd who comes within 10 feet of unusual stonework can make a Search check as if actively searching, and meinedd can use the Search skill to find stonework traps as a rogue can.

- Fire Resistance 3: A meinedd takes three fewer points of damage from any fire source. This resistance is not cumulative with other forms of fire resistance. All meinedd are inured to fire to some degree.

- +2 racial bonus on saving throws against spells and spell-like effects.

- +1 racial bonus on attack rolls against orcs, who often attack meinedd on sight.

- +2 dodge bonus to Armor Class against giants: Meinedd don’t fight giants very often, but the combat training common to the race doesn’t stint on the basics.

- +2 racial bonus on Craft checks related to metalworking, brewing, and stoneworking.

- Automatic Languages: Common and Dwarven (Meinedd). Bonus Languages: Goblin, Orcish, Sylvan, Terran.

- Favored Class: Fighter. Multiclass meinedd do not count their fighter class levels when determining whether or not they suffer an XP penalty. The discipline of combat is instilled into many dwarves, even those who lead otherwise peaceful lives.



Chapter Two: Classes

Adventuring in the world of Arthur is a little different than in other popular fantasy settings. Modern fantasy is often a blend of historical fantasy and sword and sorcery motifs. The Arthurian genre draws powerfully from historical fantasy, and many of the concepts have been carried over into other fantasy settings. On the other hand, the genre takes very little from sword and sorcery fiction, and most things shared in common are practically coincidences.

Several core classes, such as the cleric and the druid, have their roots in Arthurian stories and myths; clearly they fit very well, although they may interact differently with an Arthurian setting than they would with a more general fantasy world. On the other hand, classes such as the barbarian and monk are derived from sources rather far from historical fantasy, and can be outright damaging to the “high chivalry” feel of an Arthurian campaign.

The tropes of Arthurian fantasy frequently clash with the common tropes of a fantasy game. Arthurian legend focuses on the warrior, relegating the wizard to the role of advisor or enemy; similarly, rogues and knaves are rarely protagonists unless they have a personal code of honor as noble as that of the realm’s finest knights. Instead of tossing a *fireball* or *lightning bolt*, wizards and sorcerers are more likely to use illusions or summon a monster in combat.

The trick, though, is not to limit the players’ choices for what they can and cannot play to the point that nobody is having fun. At the same time, the party of a sorcerer, a rogue, a barbarian and a monk that might be par for the course in another setting may wreck the suspension of disbelief so badly that nobody would really believe that the adventure takes place in Camelot. The trick is to compromise; to adjust the core classes sufficiently that they contribute to the feel of the genre, while at the same time permitting enough variation that the players can do something other than “two knights, plus cleric and enchantress” all the time. Any game with a narrower genre has to limit choices to keep the game focused, but the degree of focus is really up to the players and GM to decide.

This chapter offers advice on adjusting old classes (both core and prestige), suggesting ideas for how to make them fit best in a high chivalry setting. It also presents a selection of new classes (again, both core and prestige) to add more options for players to choose from.

EXISTING CORE CLASSES

The mechanics of the core classes listed in the *Player’s Handbook* don’t really need that much adjusting to fit them into an Arthurian setting. Most of the adjustments listed here are roleplaying guidelines, not new or modified rules. For instance, the cultural hook that only knights are permitted to use longswords doesn’t have to be reflected in a rule — fighters who haven’t been knighted still *know* how to use a longsword, it’s just culturally frowned upon for them to do

so. If a knight confronts a commoner fighter using a longsword, the question of whether the knight challenges the fighter, expects the fighter to do the proper thing and give the sword to him or even ignores the issue isn’t a matter of rules; it’s a matter of roleplay.

The following advice is split into two portions: that usable for Arthurian campaigns, and that specifically tied into the setting implied by **Relics & Rituals: Excalibur**. The advice given for Arthurian campaigns at large showcases the many different approaches one can take to incorporating (or, if necessary, excluding) the core classes into a game, be it a gritty low-magic fantasy set in Arthur’s England or a high-magic chivalric campaign set in a particularly chivalrous feudal realm in a more “archetypal” fantasy world. The advice for Excalibur campaigns showcases how these general guidelines can be focused into specific cultural notes; if nothing else, they provide colorful examples. Use these guidelines like the rest of the book, as tools to craft your ideal Arthurian setting.

BARBARIAN

- **Arthurian:** Barbarians are clearly not the central culture of an Arthurian setting, but neither are they particularly inappropriate — they simply play a more fringe role. Barbarians, who frequently raid the more chivalric kingdoms, may be found among neighboring human cultures, or among degenerate “wild men of the woods,” or in a more fantastic world setting, among various monstrous races such as orcs and ogres. As in most fantasy worlds, though, the presence of barbarians in an Arthurian campaign requires the GM to detail a barbarian culture — they are not generally presumed to spontaneously arise from the local towns and villages.

Barbarians who hail from distinctly barbarian cultures don’t make particularly good knights (except perhaps in more fantastic settings), especially as they lose some of their abilities in heavy armor. However, they can make interesting additions to an Arthurian party, as barely domesticated wild men and women who tag along on the adventures of knights, providing contrast and perhaps the occasional bit of comic relief. Some may even eventually multiclass into fighters or knights as they decide to swear loyalty to Arthur or an equivalent High King or Queen.

Alternately, taking a level or two of barbarian can be appropriate for creating knights who have a penchant for wild rages (who are more

common in Arthurian tales than one might expect). They may not be the most reliable and lawful of knights, but there's nothing preventing them from behaving with great honor.

Excalibur: In an Excalibur setting, there are presumed to be two major cultures that produce barbarians: the Picti, and the Aesr, both of whom raid along the borders of the Realm. The Picti are the traditional "barbarian culture" presumed in the *Player's Handbook*, while the Aesr are more of a culture that has "barbarians" among them.

The Picti live in small groups along the northern edge of the Realm, in hilly and mountainous terrain. The northern lands are beautiful but difficult to live in, so Picti clans often raid to the south for food and other spoils. Most Picti clans are extended family groups that fight each other as often they fight the civilized kingdoms. While most Picti clans are human, orcs and half-orcs also live among the Picti, and are all but fully integrated.

Picti are known not only for their strength and fearlessness in combat, but also for being cunning and wily opponents. Whereas other barbarians often don't like being around things they don't understand, most Picti are willing to associate with sorcerers, druids and other powerful individuals so they can benefit from their presence. Pictish culture is wary of magic, but various clans allow sorcerers, shamans and druids to become clan leaders. These leaders often take clan members on as apprentices, ensuring that the clan won't lose status if the current leader dies in combat.

While Picti are cautious with magic, they are also spiritual people who admire the strength they see in other people and animals. A Pict who is impressed by an animal often has a tattoo of the creature in the hope that he will gain the strength of the animal's spirit.

As in other barbarian cultures, a Pict's strength determines how far she rises in her clan. The strongest members of a Picti clan often become the clans' rulers; leaders need more than mere strength to maintain their rule, however. A poor leader may have her rule challenged and be quickly replaced if the clan suffers misfortune. Picti barbarians fight with little or no armor and often use overwhelming numbers to win battles. Those that wear light armor usually sport the remains of armor taken from fallen foes.

The Aesr, on the other hand, are a very Norse-flavored culture that typically raids along

the coastlines of the Realm. While they are largely warriors by class, they do boast more "archetypal" barbarians, berserkers who fight in light armor (and favor axes to boot). Aesr barbarians may take Profession: Sailor as a class skill. Most worship foreign gods, but some have been converted to Daeos, and lend their warlike talents to the church rather than raiding the citizens of the Realm.

BARD

Arthurian: The bard's role in a fantasy world is magnified in the Arthurian setting. Bards are the best source of news as they wander from place to place, and there isn't a knight in the land who wouldn't want a bard along to witness his deeds and immortalize him in song. Not only do common folk look to bards for information, but local rulers also sometimes call well-known bards to their courts and ask questions about current events. They are often at the hub of social activity, entertainers and wise advisors alike.

Bards who have established reputations in different kingdoms are sometimes asked to deliver important messages and items to people. These messages can be anything from making meeting arrangements between rulers to letters exchanged between secret lovers. Some bards even take on the classic role of the "jester," poking fun at the local lords in such a way to encourage better leadership; bards enjoy a certain amount of freedom of speech, and although some lords may run a particularly disrespectful bard out of town, satire is not a hanging offense in most honorable lands.

While bards learn and use their skills in many communities, some find that the fae offer the fastest way to learn new magical abilities. Fae and bardic magic styles are very similar, and the fae enjoy the fact that bards use music as part of their casting. Still, fae can be capricious (particularly those specializing in the sort of magic bards use), and difficult mentors even for their own kind. Some are reticent to teach others, and require diligent effort on behalf of their would-be pupils before they trust the supplicants enough to teach them new abilities. Others are vindictive, and dislike the thought of students who use their powers in ways that might displease them. A fae mentor who feels slighted or insulted can go to great lengths to ruin a bard's reputation, often spreading false stories or rumors that are attributed to bards who have angered them. Bards who find themselves in these situations

usually try to stay clear of the realms associated with the stories.

Overall, though, the role of the bard in an Arthurian setting is little changed. They still act as magical and moral support for the rest of the band of heroes they travel with, and are excellent spokespersons for any group. A clever bard can find himself welcome at any feast, so long as he plays to the hall.

Excalibur: The love of music and the special methods bards use to cast their spells can be both a blessing and curse to the wandering minstrels. Some human bards face a certain amount of superstitious mistrust from their own race, particularly in less cosmopolitan areas, due to the fact that they are among the few mortals with whom fae openly associate. Lledrith and hanner sidhe bards are familiar with the distrust they face from various human communities, while human bards often are surprised when they are no longer welcome in some places after associating with fae. The cellwair, on the other hand, tend to escape the worst of anti-fae superstition; although viewed as flighty and somewhat troublesome, they generally come off as harmless. A cellwair bard may be fae, but at least an innkeeper doesn't have to worry about him seducing her daughters!

Even with these difficulties, most bards see dealing with fae as part of their effort to gather stories and information about local events and distant lands. As usual, bards are also the main source of gossip about people and events in other places, and they refuse to let superstitions about fae/human contact limit their expeditions for further information. Usually, it only takes a little time and effort for a bard's charm to win over a troublesome populace. Bards also have an advantage over other spellcasters, in that they don't share the same negative image often associated with sorcerers and wizards.

Hanner and lledrith sidhe bards are treated with more suspicion by townsfolk than human bards, but usually handle this by playing only at establishments that they know to be friendly to them, or by staying in the parts of a town that have a large hanner or sidhe population. The cellwair are not always fully welcome, but at worst they are almost always tolerated.

While bards who associate with fae can have a more difficult time with human and meinedd, they receive warmer welcomes in lledrith, hanner and even some daoine sidhe kingdoms. Most bards consider being asked to play or sing at a

lledrith solstice festival a very high honor. Competitions to determine who plays at a lledrith solstice festival have a reputation for being very intense.

Bards in an Excalibur setting need to balance how they associate with fae if they want to be welcome in other communities. Most bards see the benefit of learning from the fae, but how much they want to become involved with them is something each bard has to decide for himself.

BARDIC KNOWLEDGE

In an Arthurian or Excalibur game, the a bard can use his bardic knowledge ability to learn about the nature of a knight, magician, monster, or other such living entity, without needing to ask the locals or consult musty old tomes. The success of the check depends on the fame or infamy of the individual; it is, in essence, determining if the character has heard any songs or stories about the target. Use the following chart as a guideline.

DC ¹	Knowledge
25	Honor rating, general reputation, or well-known quirks and foibles.
35	Unusual abilities or powers (those not typical of the character's class or species), little-known personality traits.
45	Special weaknesses or vulnerabilities.

¹Roll bardic knowledge as normal (d20 + bard level + Intelligence modifier); the GM adds the target's character level or challenge rating to the result and compares it to the listed DC.

For example, Mordecai the Bard travels with a group of knights and a mysterious sorcerer, in order to record their deeds for posterity. They camp for the night in a glade, when a rider bedecked in cloth of purple and gold rides up, and says that he serves Lady Alderith of York, and that his Lady invites them to spend the night in her hall. While the group gathers to consider this proposal, Mordecai rummages through his memory to see if he's heard anything of this Lady Alderith. The Lady is 10th level (a fact known to the GM), Mordecai has a total bardic knowledge bonus of +12, and he rolls an eleven. The check result is 33, which, sadly, is two less than he needed to know of the Lady's well-hidden "quirk," that, having once been betrayed by a wandering knight, she now sends her serving maids to attempt to seduce the highest-Charisma member of any group that stays with her, and poisons anyone who succumbs to their blandishments.

CLERIC

Arthurian: Religion is a powerful force in most chivalric settings. Camelot had its ties to the Grail Quest, Charlemagne associated with

the valiant Bishop Turpin, and in the world of Spencer's Faerie Queene, faith was what made the Redcross Knight the mightiest of all. There is no better setting for the cleric as miracle-worker and soldier in one.

The focus on religion implies, among other things, that clerics are even more likely to be powerful forces within their communities. It would be unthinkable in such a campaign to treat a church as some sort of glorified hospital, where blessings can be had for gold — no, clerics are the voices and hands of their gods on earth, not mercenaries! As a result, clerics blessed with divine power find themselves on a social level equal to that of the knight, and may have the ear of champions and kings. It's very common for a town's or settlement's attitudes toward magic and the fae to be shaped by the teachings of the cleric who calls the town her parish.

This of course means not only roleplaying opportunities for cleric characters, but a good deal of social responsibility. Clerics not only follow the tenets of their gods, they also seek to establish strong bonds between themselves and the people. Local rulers and town leaders often call on clerics to answer questions about strange happenings and how they might affect the well-

being of their lands or people. Knights seek the advice of clerics on personal matters and moral questions. Sometimes clerics are asked to hand down judgments on immoral acts and things such as the use of magic. Clerics are sometimes the keepers of the written word, and responsible for teaching the youngsters of a community to read and write. They are certainly counted on to offer support to the people during times of trouble.

Clerics often spend the early parts of their careers wandering the lands, both to perform acts of good and to spread their faith. Once a cleric has finished his wandering, he usually sets up a church in a town or settlement where he has gained a reputation or small following. After establishing themselves, clerics often reach out to their communities, usually by offering to teach and help townsfolk and local rulers with their problems. Sometimes these problems involve dealing with the fae or leaders of communities that stand against cleric's teachings. These conflicts are not always the traditional good versus evil; sometimes two realms with similar beliefs about how people should be treated fight with each other for different reasons. A dispute between two knights turns into a feud involving both their kingdoms; should the cleric

TABLE 2—1: GODS OF EXCALIBUR

Deity	Alignment	Domains	Typical Worshipers
Daeos			
King of Heaven aspect	LG	Good, Knowledge, Law, Protection, War	Humans, knights, nobles, traditionalists, warriors, paladins
Redeemer aspect	NG	Good, Healing, Protection, Strength, Sun	Humans, healers, bards
Adversary	NE	Destruction, Evil, Magic, Trickery, War	Diabolists, black knights, willing sinners, necromancers
Old Faith			
Druena, goddess of Nature	N	Air, Animal, Earth, Fire, Plant, Water	Farmers, rural humans, druids, rangers
Fae Gods			
Aedh, god of fire and magic	NG	Destruction, Fire, Magic	Meinedd, crafters, sorcerers
Aengus, god of beauty and strength	CG	Good, Healing, Strength	Athletes, sidhe, youths
Aeron, god of war and slaughter	NE	Destruction, Evil, War	Warriors, Picti, ogres, giants, anhardd
Aine, goddess of love and desire	CG	Healing, Sun, Trickery	Lovers, lledrith sidhe, bards
Argante, goddess of life, honor and courage	LG	Good, Law, Protection	Daoine sidhe, knights, paladins, nobles
Beli, god of stone and wisdom	N	Earth, Knowledge, Magic	Sages, daoine sidhe, planters, wizards
Efnisien, god of strife	CE	Chaos, Trickery, War	Warriors, giants, goblins
Flidais, goddess of the hunt	CG	Animal, Plant, Trickery	Lledrith sidhe, hunters, rangers
Herne, god of beasts and the Wild Hunt	CN	Animal, Chaos, Travel, War	Hunters, rangers, goblins, lledrith sidhe
Morrighan, goddess of leadership and battle	NG	Knowledge, War	All fae
Rhovan, god of trickery and mischief	CN	Chaos, Luck, Trickery, Travel	Cellwair, rogues, bards, wanderers
Sylvanus, god of the forest	N	Animal, Plant, Sun	Druids, hermits, rangers
Taran, god of storms, war and valor	NG	Air, Destruction, Strength, War	Warriors, knights, meinedd, anhardd
Three Smiths, gods of smithwork and crafting	N	Earth, Fire, Magic	Meinedd, smiths, artisans

counsel for peace, or would justice be better served if he were to support one of the parties involved? The setting assumptions should provide plenty for clerics to accomplish during their careers beyond simply exchanging healing spells for gold.

Excalibur: The role of the cleric in an Excalibur campaign is much as described above. The two sects of Daeos worship sometimes argue over lesser points of dogma, but they generally cooperate with the priests (both clerics and druids) of Druena when there's need. Human and fae clerics have a variety of relations with one another, but most human clerics accept that the "lesser" fae gods do not challenge the sovereignty of their own deities, and the fae clerics in turn see the human gods as patron deities of the human race.

CHRISTIANITY'S CONFLICTS WITH PAGANISM

Elements of Christianity and the conflict its introduction caused with other religions such as druidism are a large part of the Arthurian mythos. In an Excalibur setting, this is mirrored by the differences between Daeos' church and the Old Faith, as well as the gods of the fae races, but some might prefer to run a more true-to-Camelot game, with the trappings of Christianity — Holy Grail and all. Of course, adapting real-world religions to a fantasy setting is something that can cause stress among any group of players.

Whether or not Christianity should be introduced into your game is up to both the players and the GM to decide. Even without the elements of Christianity, the world of Arthurian legend is still a very interesting place in which to roleplay.

Clerics, druids, sorcerers and even some bards often have philosophical differences about things such as magic, the fae and even what constitutes a proper code of honor for a knight.



While these various beliefs seldom cause outright conflict, they do affect how people from different communities deal with each other. Some clerics discourage contact with people from areas they consider immoral. Others are more open-minded but keep an eye out for possible trouble. Some communities have small rivalries with one another, based entirely on the rivalries of their spiritual leaders; these rivalries rarely spill over into violence, and are often almost welcomed by the residents of the towns involved. (After all, lightly feuding with one's neighbors draws community closer together, and it's something to do.)

DRUID

Arthurian: Although druids can come into conflict with clerics of rival faiths in an Arthurian setting, by default they are an accepted part of society — if a somewhat fringe element. Although some druids certainly play the part of the reclusive hermit who speaks more with animals than with his fellow sentient beings, many are community leaders who use their powers to benefit their people as well as nature. In rural areas, druids are frequently involved in politics and the affairs of their own and neighboring communities.

Despite advising rulers or running their own realms, not all druids have direct contact with the common folk in their communities. Some act more like clerics and help people with day-to-day problems, while others help townsfolk only in emergencies. Some take individual townspeople on as assistants or adepts, but usually only after testing how good a student someone would make. Druid leaders oversee annual festivals and solstice celebrations, and offer proper sacrifices and prayers to their gods. In settings that emphasize the clash of the Old Faith with the New, druids are clearly of the Old Faith, with all the positive and negative aspects that implies.

As the fae races in an Arthurian setting are often perceived to be more closely tied to nature than humans are, druids may outnumber clerics among elves, dwarves and halflings alike. Each fae race has its own strongly accented dialect of the Druidic tongue, but druids of all races can comprehend one another when they speak this commonly shared language. This common understanding does not imply total cooperation, however; just as an elven druid may take offense at a human village that expands its fields by logging the nearby forest, a human druid may disapprove of an elven community's practice of

magically shaping the nearby forest to better suit their tastes.

Druids need not be reclusive in an Arthurian setting; their roles as important community figures may compel them to take up quests to foreign lands just as a knight would, if their own homelands would benefit. Most accept this as part of their responsibilities but still don't like being away for very long periods. Druids who journey outside their own lands for several weeks or longer can become irritable and moody while away from their dens. They may understand the benefits of learning about people and cultures of other areas, and of staying better informed about worldly events to be better able to look after their own lands — but territorial instincts are hard to deny.

Even with their additional responsibilities, druids still spend much of their time in forests and other wild places, praying, meditating and maintaining their connection with nature. While dealing with both the forest and the needs of the people often divides a druid's attention, it also puts them in a good position to offer advice on land management.

Excalibur: As mentioned above, druids play a large role in society within the boundaries of the Realm. Many villages and towns are run by individual druids or by *cyngors*, small covens of druids. Druids also advise kings and other rulers on important matters and help decide on courses of action for their kingdoms.

During the time of the High King, human druids find it all the more important to keep their eyes and ears open. The High King's desire to build a stronger, healthier life for all the subjects of the Realm is certainly commendable, but his campaign of expansion seems uncomfortably like a call for complete domestication of the land to some. What's more, the rise of the High King has increased the strength of the church of Daeos, and while in most places the druidic and Daeosian faiths are able to coexist, some kingdoms have seen some bitter tensions arise between the two.

Human and *lledrith sidhe* druids in particular have disagreements over increasing the magical nature of the land. The humans argue that to change the land magically upsets the natural balance, creating greater problems for every creature involved. The *lledrith*, on the other hand, argue that an increased level of magic in the land returns it to the way it *should*



be; in their eyes, their efforts will make the Realm as potent and ideal as Tir na n'Og.

FIGHTER

Arthurian: Although there are many types of fighter in any setting, there is one clear division that separates the class in a chivalric setting: there are those who have been knighted, and those who have not. Fighters who have not been knighted may be peerless archers, or valiant soldiers, or hardy constables, or dangerous brigands — still the lords of physical combat, but lacking the social distinction that accompanies knighthood. A fighter that hasn't been knighted is not necessarily compared unfavorably to knights; some may be simple brutes, but others may be beloved champions of the common folk.

To differentiate between knights and common fighters, the GM may choose to use the cultural device of restricted weapons. Just as no peasant could carry the katana and wakizashi in feudal Japan, so too might the knights of the campaign be the only ones allowed to carry a specific weapon. The longsword is the obvious choice; it's a symbol of chivalry and in some ways the symbol of the entire genre (as proven by this book's title).

This can go both ways, of course. A knight's code of honor may involve restricting himself in the types of weapons used in close combat; ranged weapons imply cowardice, while polearms and other "peasant" weapons are hardly worthy of a knight's station. While fighters usually don't attain the glory attributed to knights, they often protect, rival or even surpass knights on the battlefield by using weapons that knights themselves cannot honorably wield.

Even if the campaign uses the new knight class described below, there's no reason to assume that fighters are thereby barred from knighthood. The courtly skills practiced by the knight class are certainly useful for a man or woman of this rank, but history and literature both prove that not all knights were courtly or genteel. The knight who spends little time tending to courtly business, preferring instead to constantly challenge his martial skills with jousts, duels and quests against the greatest foes — such a knight is probably best represented by a single-class fighter.

Excalibur: The rule of the longsword is in full effect in an Excalibur campaign; a fighter who carries a longsword is likely to receive challenges from knights who cannot bear to

see the weapon's honor stained by an unworthy wielder.

Fighters appear among all the races, though they are particularly common among the anhardd (who view physical prowess as a way to earn the respect that is otherwise denied them) and the meinedd (who have martial traditions stretching back far, far before the race left Tir na n'Og). Daoine sidhe fighters are often archers who prefer the clothyrd shaft to the joust, and cellwair fighters are dangerous knife-wielders. Human fighters, of course, run the range from the knighted battlemaster to the captain of the guard, from the stalwart village champion to the ex-soldier turned mercenary. Many fighters specialize in axes, spears, greatswords or polearms, all potent weapons that do not imply a social challenge to knights. (They are also weapons that work very well against knights, which is probably no coincidence. True veterans must be prepared to challenge *any* foe, since circumstances may just demand it.)

MONK

Arthurian: Of all the core classes, the monk is the most jarringly out of place in an Arthurian campaign. Eastern-style martial arts are unknown in the setting, and even Western forms of formal unarmed combat (such as the Greek pankration) don't fit properly into an atmosphere of high chivalry.

Furthermore, a monk's special weapons are — with the exception of the quarterstaff, of course — alien to an Arthurian setting. The GM may choose to permit the monk to use a more Western sickle in place of a kama (they are, after all, essentially the same tool) or even use nunchaku stats to represent a more traditional grain flail, but even this is stretching it a bit.

To introduce a monk into an Arthurian setting usually requires drawing on the more fantastic elements of the setting. If the fae races of the setting are not presumed to be innately chaotic, they may be the pioneers of the monk's form of supernatural development; the first monks may have been sidhe, tapping into their own innate magical abilities to perfect their bodies and minds. Monks derived from an elven tradition might be more arrogant than humble, more inclined to demonstrate their prowess than to quietly step aside when challenged. Such monks would train in intimate master/student pairings, rather than in organized monasteries.

In Arthurian settings that use a faith other than Christianity, monks may be an outgrowth of such a fantasy religion. For instance, the Church of the Incarnated from Chapter Six could well have produced a few monks — faithful who have taken a few steps further toward incarnation in their lives. Gods of strength may empower vicious brawlers who test their wrestling skills against ogres. It's even feasible that a few monks might exist as remnants of older traditions, their monasteries burned and their brethren slaughtered in the chaos that ruled before the coming of the High King. A PC monk may be the last survivor of his tradition, and may pledge loyalty to the kingdom in hopes of eventually being permitted to build a monastery and resurrect his brotherhood.

Still, monks should probably be kept quite rare in any Arthurian setting (if they're used at all), in the interests of not breaking the mood. One player playing a valiant man who is able to unhorse armored knights with his bare hands is

perhaps devaluing chivalry a little, but it might not be a game-breaker. On the other hand, if there are enough monks running around that every tournament features a martial arts contest and heavy armor is falling out of vogue, the Arthurian feel of the campaign is either gone or about to leave.

Excalibur: There are almost no monks as presented in the *Player's Handbook*, but one race of fae has developed an unarmed fighting style that the monk class can be used to emulate. The *meinedd* have developed a ritual form of wrestling, and their most famed grapplers have been credited with pulling ogres to the ground. True grapplers don't think of themselves in terms of seeking spiritual perfection, but they do see themselves as striving for a kind of excellence that pushes their bodies beyond mortal limits. *Meinedd* grapplers choose Improved Grapple as their 1st level bonus feat, but otherwise advance as monks; they fight with elbow strikes, headbutts and knee strikes against foes they



cannot grapple, and use stout staves when a weapon is absolutely called for. The art has yet to spread far beyond the *meinedd*, although it's said that a few *anhardd* have entered *meinedd* grappling contests and held their own, lending strength to a rumor that a *meinedd* grappler took a hobgoblin pupil some time ago.

PALADIN

Arthurian: The paladin is a class that arguably owes most of its mythic foundation to the Arthurian myth — Galahad is perhaps the first and greatest example of the holy knight who draws power from his virtue. As such, it's hard to argue against the inclusion of paladins in any Arthurian setting that allows even the faintest hint of divine grace. The paladin's code of honor can usually be expected to coincide with the code of chivalry, although the two need not be identical; a paladin's first concern is good, and she may care little for the rules of chivalry that contrast with what she believes to be right.

The main consideration for paladins in Arthurian settings is how they interact with the dominant religion or religions. If the setting presumes that Christianity is at odds with the Old Faith, paladins may find themselves forced to balance the ideals of their religion with the politics of the Church. While this may lead to seemingly "no-win" situations, it is precisely those situations in which a paladin is expected to find a higher road than compromising either the ideals of honor or compassion. In a campaign where a major religion may be suffering from some corruption, a paladin is the ideal person to act as a reformer.

It's important to remember that paladins need not be knights! Paladinhood requires a noble soul, but not noble blood. Some paladins may be born peasants of humble mien but uplifting virtue, challenging evil with no more than a rusty scythe. Although the paladin does compel images of the knight in shining armor, and a humbly born paladin may well eventually be knighted as a reward for her heroism, paladins should not be typecast in an Arthurian setting any more than they should be anywhere else.

The temptation of virtue is a powerful theme not just in the setting of King Arthur (where the surrender to temptation leads to the fall of Camelot), but also in all chivalric fantasy. A paladin is likely to endure numerous temptations simply for being what she is, and she must strive to resist the pull of anger, lust, pride and other sins. The consequences for giving in are

almost always dire, but the rewards for a blameless life frequently manifest in the here and now, not just in the hereafter. A paladin who stays the course may earn a happy marriage to a strong, virtuous and attractive spouse; the honor of bearing a powerful religious artifact; command of an army raised to fight a great evil; or other powerful rewards.

The GM should honor this long tradition by crafting subtle enticements that play to a paladin character's personality, and the player should roleplay honestly and interestingly rather than rejecting everything that seems even a little suspicious out of hand. (A clever GM will turn the tables on a paranoid paladin anyway, causing the paladin to fail at her task when she rejects a worthy cause or person for fear of soiling her virtue.) The paladin's road should be difficult, and there should be a real possibility of (and real consequences for) straying from that road, but it shouldn't be an eternal struggle.

Excalibur: The paladins in an Excalibur campaign are not generally at the forefront of the conflicts between fae and human, or between the Daeosian church and other faiths. They have enough perspective to be able to tell which evils *truly* need fighting, and most attempt to avoid being caught up in what are essentially petty struggles.

Human paladins follow Daeos in either of his aspects; those who follow the King of Heaven are truly devoted to the chivalric aspects of their code, while those who revere the Redeemer place more emphasis on charity, mercy and humility.

Fae paladins most frequently follow Argante, who exemplifies the ideals of honor and justice among the fae pantheon. Taran, the god of war, also sponsors paladins in smaller numbers. Sidhe paladins seem almost like angels in mortal form; their otherworldly visage blends with their virtue to create a powerful image. Hanner paladins carry a portion of this almost alien virtue with them, although they seem more accessible to humans. *Meinedd* paladins swear complicated oaths that define their code of conduct, and take those oaths more seriously than anything. Cellwair paladins are so rare as to be impossible to stereotype. And although there are a few songs about an *anhardd* paladin, no other proof of such a beast exists.

RANGER

Arthurian: The ranger fills a classic archetype in the Arthurian campaign: that of the skilled woodsman or noble yeoman. Even if they care little for shining armor and jousting, rangers fit very well into the Arthurian setting; they are the masters of the dark woods where monsters inevitably dwell, the wise guides or gentleman bandits who practice a more rustic, “folk” form of heroism.

In campaigns that focus on the more Celtic interpretations of the Arthurian myth (such as those seen in Marion Zimmer Bradley’s *Mists of Avalon*, or in the Welsh *Mabinogion* myth-cycle), a ranger may be more of a champion of the Old Faith, or a warrior who practices his forefather’s skills before the coming of chivalry. Similarly, rangers blend in very well with the fae races, who are often associated with the wilder places of the world — an elven, sidhe or pixie ranger is as natural a choice as a dwarven fighter.

In addition, rangers might serve as a way to build knights who are more than casually fond of the hunt; some knights may be expert trackers and peerless archers, in addition to their skills at the joust. Such characters tend to differentiate between their knightly martial skills and their “pastime” of woodcraft; when they attend a tourney, they tilt with other armored knights and leave the archery contests to the peasants. (This is not necessarily meant as a slight; after all, the archery contests at a tournament are usually meant to offer the peasants a chance to show their own mettle without having to compete with knights, and run the risk of the awkwardness that would ensue if they won.) But on their own land, they are masters of all they survey. Ranger-knights may also be famed for their way with animals — they breed the strongest horses, the swiftest falcons, the wisest and most faithful hounds, and treat them all as if they were family. A ranger-knight is probably less courtly and genteel than some of his comrades, but he also probably governs his lands better than most.

It’s recommended that rangers in an Arthurian campaign follow the archery path of feats rather than the path of two-weapon fighting. Two-weapon fighting is, in terms of European pseudo-historical fantasy, more appropriate to the swashbuckler-style dueling fantasy of later years. Furthermore, the decision to focus on archery gives the ranger a combat niche that allows him to earn glory for defeating many

enemies, but doesn’t place him in competition with the more traditional knightly melee combatants in the party.

Excalibur: The ranger’s role in an Excalibur campaign is much as described above. They may be human foresters and woodsmen, lledrith warriors of the forest, anhardd bandits, cellwair trackers, or any number of archetypes. Human rangers draw their spells from Druena, although this does not bar them from worshipping Daeos as well; rangers often serve as go-betweens between the traditional faiths of Druena and Daeos, and their philosophy reflects that role.

Fae rangers draw their spells from the fae pantheon as a whole, although some rangers may venerate a specific nature-god that suits their temperament. Rangers who follow Flidais tend to be merry and light-hearted, treating each day spent under the forest canopy as a day well spent. Rangers who venerate Herne, on the other hand, are grim and wild creatures, almost as much beast as thinking being. They hunt other races without hesitation, and some are said to eat the flesh of their prey whether it goes on four legs or two. Rangers who worship Sylvanus seem to strike a balance between the other two extremes, and are the most business-like of their kind.

Rangers in an Excalibur game frequently choose Picti, goblins, giants (which includes ogres), trolls (which includes hags) or magical beasts as their favored enemies.

ROGUE

Arthurian: Although rarely the focus of Arthurian-style tales, rogues are nonetheless an inescapable part of any setting. The difficulty in playing a rogue in an Arthurian setting is not how to justify a character that has learned that particular skill set, but rather how to justify a rogue that can and will work with knights on a regular basis.

Interestingly, the archetype of the skilled thief with his own code of honor does have some connection to the medieval neo-historical settings like that of Arthurian legend. Robin Hood is the most obvious example of a bandit who robs and thieves, but never from those who don’t deserve it or who cannot afford the loss. And just as Robin was a supporter of the rightful King of England and an opponent of the corrupt government, an Arthurian rogue could well offer his allegiance to a honorable lord while still plying

his trade against a lord who is “noble” in blood only — if that.

A rogue in an Arthurian campaign might be a squire, gamekeeper or other servant to a knight; a sheriff or other law enforcement official; a reformed bandit; a dishonored noble on the run — really, the number of potential character concepts isn’t all that limited.

The major difference for rogues in an Arthurian game, though, is the relative lack of emphasis on dungeons and traps. Although an evil wizard might rig a few traps for his tower, and even giants can dig pitfalls, the careful creep through a trap-laden crypt is not a common

scenario in an Arthurian setting. A rogue in an Arthurian campaign often benefits more from emphasizing social skills and stealth than she would from continuing to put points into Disable Device.

Excalibur: The usual assortment of scoundrels both good-hearted and wicked appears in Excalibur campaigns; many rogues work directly or indirectly for the High King, although usually in ways that would not compromise his honor. There are many rogues among the fae, particularly among the cellwair (who gain more from fighting from ambush than they do in a strict martial engagement) and anhardd (who are not



above stealth or taking advantage of an distracted opponent). There are no particular limitations or advantages that rogues gain in an Excalibur campaign that they wouldn't abide by in another Arthurian setting.

SORCERER

Arthurian: Spellcasters in Arthurian legend are sometimes kindly, but more frequently wicked. When a witch or warlock appears who wields obvious magical power, it's often explained as gained through a pact with the Devil, or sometimes as blessings from the faeries.

Sorcery is a sticky question when it comes to honorable behavior on the battlefield. It is considered highly ignoble for a spellcaster to interfere in an honorable combat, even if the two combatants are not evenly matched. An honorable sorcerer uses his magic only against those who are undeserving of chivalric consideration — it is considered exceptionally poor form to strike down a knight with lightning, but a sorcerer can unleash the full extent of his arcane might against a band of ambushing goblin brigands without hesitation. In an Arthurian genre, it's expected that the sorcerer fill a support role rather than being the heavy hitter whom the knights must support.

The potential sources of a sorcerer's power are mostly determined by the assumptions of the campaign. Dragon-blooded sorcerers, for instance, really fit only into the most high-fantasy spins on Camelot; in most Arthurian games, dragons are rare and dangerous creatures, not given to walking among humans and not possessed of shapechanging powers. Certainly a game where wyrms (see Appendix II) are the only dragons to be found won't have any sorcerers of draconic heritage! On the other hand, Merlin himself was said to be the child of a demon and a nun; sorcerers who draw power from a touch of fiendish bloodline certainly have precedent.

The idea of a sorcerer who draws power from fae blood or a faerie blessing is also quite in keeping with the stories (note the narrative power that Morgan la Fey still holds). Such a sorcerer would probably know illusions and enchantments almost exclusively, and might be a perfect go-between in human and fae relations.

Finally, a sorcerer who gains his power from a pact with dark gods, or from dealing with fiends, makes a good adversary. Such a sorcerer is almost certain to have a familiar; in keeping with legend, such a familiar wouldn't be an awakened magical animal, but rather an evil spirit sent by the sorcerer's master to inhabit an animal's body. Such familiars advise their compacted masters and relay the occasional request from their *true* lords; they also tend to keep a careful eye on the

sorcerer's activity. It wouldn't do if the sorcerer started trying to break the pact...

Excalibur: Much of the advice for sorcerers in Arthurian campaigns holds true in an Excalibur game. There are no dragon-blooded sorcerers, but there are fae-touched and pure fae sorcerers alike. The lledrith sidhe, as some of the purest-blooded fae in the Realm, frequently have some measure of sorcerous ability. Daoine sidhe, hanner sidhe, anhardd, cellwair and meinedd are somewhat less magical by nature, but all have enough magic in their blood to manifest sorcerer powers without outside involvement.

Human sorcerers usually draw power from the aforementioned sources — the blessings of powerful fae, pacts with the Adversary, or even pacts with the angels in the service of Daeos. (At the GM's discretion a sorcerer who derives his power from a pact may receive a familiar at character creation without having to pay the standard 100 gp fee; however, said familiar's loyalties are to the sorcerer's patron first and to the sorcerer second.) Some may have a measure of fae blood, which manifests itself in unusual ways — eyes of different colors, a strange musical tone to her voice, a peculiar birthmark, or the like.

GENRE CONVENTIONS VS. THE FIREBALL

Although the d20 System is able to handle Arthurian fantasy with little problems as is, arcane spellcasting has the potential to throw a giant monkeywrench in the works. It's not that there's no room for wizards and sorcerers in an Arthurian setting, of course — far from it! However, the nature of chivalric fantasy is that it focuses on valor and honorable combat. Where's the glory of single combat with a dangerous foe when the Black Knight of Greymoor is roasted by a *fireball* before closing with his opponent, or *disintegrated* with a gesture? In the source material, magicians almost never do away with worthy opponents by use of violent magic — those that do are the villains of the piece! So although the tried-and-true tactics of “wizard as mobile artillery platform, warriors as meat shields for the wizard” may work from a tactical standpoint, they can utterly ruin the mood of a chivalric fantasy setting. And that's something that every GM will have to address, sooner or later.

Relics & Rituals: *Excalibur* recommends a system of limitations on direct-damage spells (even those wielded by divine casters) by adding expensive material components. This is the less subtle way of approaching the problem, of course, but it's a compromise rather than an outright ban — wizards and sorcerers are not denied their beloved *magic missiles* and *fireballs* entirely, but they are less inclined to use them casually. The only potential trouble is that in such cases players may simply save up their material components to use all their powerful spells on the mightiest opponents they face — the casters acting “in genre” only until they're confronted with the dread giant or black knight, and then kaboom!

Of course, the more subtly dangerous powers available to arcane casters aren't as limited; this has everything to do with the flavor of those spells, and nothing to do with their relative effectiveness. Properly used, an assortment of enchantment spells can bring low giants that would scoff at fire and lightning — an enchantress is twice the wizard that an evoker would be in this setting. And that plays right along with the genre's conventions.

Ultimately, of course, it's up to the GM and players to decide how much of a role overt war magic plays in their campaign. The more willing everyone is to reach a mutually agreeable compromise to keep things in genre, the more Arthurian the game will be.

WIZARDS

Arthurian: Chivalric literature has given fantasy some of the longest-lasting ideas on what wizards are like — not all of them flattering. For every wise and generally benevolent Merlin, there is a crafty and deceitful Archimago or two. As the knights are the stars of chivalric literature, it falls to wizards to provide roles either as supporting cast or as antagonists. However, in an Arthurian setting, wizards can take a larger share of the spotlight as protagonists; but they have to approach it carefully. The last thing a knight wants to do is to stand in front of a wizard as a “meat shield,” protecting him from the enemies until the wizard can end the combat on his own — a knight is compelled to plunge into the heart of the fray. A wizard has to take a more defensive tack in an Arthurian setting, relying more on his own abilities to stay hale and hearty than the efforts of his companions.

In chivalric literature, though, wizards practice the sort of magic that complements these tactics. The wizards who inhabit an Arthurian setting are bewitching enchantresses who beguile and transform, cunning conjurers who send their summoned minions into battle for them, or fey illusionists whose glamours are all but impenetrable to the mortal eye. Magic is a subtler art in such a setting, though no less powerful for it. And wizardry in particular receives its most positive associations in an Arthurian setting (just as it suffers from the negative connotations of the wicked summoners) — here more than anywhere is the emphasis on the wizard as “the wise.” A wizard is respected not as much for his power (which he is less inclined to casually demonstrate anyway) as he is for his learning and knowledge. In addition, it’s recommended that wizards in an Excalibur campaign gain Brew Potion, rather than Scribe Scroll, as their bonus feat at 1st level — potions, cauldrons and bubbling retorts are more of a staple of the genre.

Wizards in an Arthurian setting are quite inclined to dress the part. In some kingdoms, it may even be required by law that a wizard wear distinctive robes that mark him for what he is; a safety measure for the populace, and arguably for the wizard as well. The mystique that surrounds wizards should be reflected in his appearance, and in the appearance of his home as well. A wizard’s home reflects the scholarly aspects of wizardry, and the many subjects a wizard studies, from astronomy to zoology. Astrolabes, scrolls, alchemical retorts, chalkboards covered with

strange sigils — the Arthurian setting is where these images are strongest. (Stuffed crocodile optional.)

Excalibur: Due to the heavy fae influence in the Excalibur setting, sorcerers are much more common in the Realm than are wizards. However, wizards make up for the difference in the minds of the people precisely because of their relative rarity. The names of wizards are well-known to the peasant populace — there probably isn’t a child within fifty miles of the Grey Tower of Maltheus the Enchanter who wasn’t told to be good unless she wanted to “go to the Grey Tower.”

Just as “white knights” and “black knights” are recognized, so are “white wizards” and “black wizards.” People speak of a wizard as a practitioner of “white wizardry” if he does not have a reputation for cruelty, or if he has actively assisted the common folk, a noble lord or an honorable knight. Practitioners of “black magic,” of course, are those that consort with fiends, goblins or giants, or who use their magic to kill or ensnare the innocent or honorable. Despite the fact that not all wizards are truly good or despicably evil, there is no common recognition of “grey wizardry” among the common folk. A wizard who is neither particularly good nor particularly evil may eventually gain a reputation as either a white wizard or a black wizard, or perhaps even two conflicting reputations! The wizards themselves pay little attention to these labels — most know enough about their local colleagues to be able to make judgments without the handy labels of “black” or “white.”

The fae tend to have few wizards; the cellwair generally care little for the sedentary aspects of the profession, the anhardd focus on physical prowess, and the lledrith sidhe don’t see the need for the tiresome study when sorcery comes so easily to them. Some hanner see wizardry as a potential way to distinguish themselves, and the stolid meinedd can develop an appreciation for the discipline required to excel at wizardry. Daoine sidhe wizards are rare, but honored for their knowledge among their own people — much the same approach as humans.

There are no specialist wizards in the Excalibur setting; unless your group ignores the suggested limitation of expensive material components for direct-damage spells, the balance between schools is too skewed for specialization to work properly.

NEW CORE CLASS: KNIGHT

Knights are noble warriors — a definition that implies nobility of rank, if not always disposition. They are peers of the court, members of the nobility or even peasants recognized by their lord for their strength of character, courage at arms, aristocratic lineage, or for a great deed nobly done. Honorable knights are the staunchest defenders of the codes of chivalry, while dishonorable knights may be cowardly, treacherous curs who symbolize the worst of the feudal system. They may not always be as deadly as fighters or as virtuous as paladins, but their strengths and flaws, and the stories those traits beget, are the heart of Arthurian fantasy.

WHY A CORE CLASS?

It may seem unusual to let a character begin play as a knight when a prestige class might suit the idea of knighthood better, or when a fighter might serve the character concept instead. However, as a core class the knight gains two distinct advantages. First, it allows a character to start at 1st level as a knight — which, considering that knighthood is sometimes inherited, may be important to a character concept. Second, as a class of its own it can offer both the freedom of a more courtly skill set than the one the fighter enjoys and the increased wealth that allows for a more knightly set of starting equipment. Finally, the knight plays off the Honor system presented in this book, thus reinforcing the theme. It may not be for all campaigns, but for some the knight as a core class may be the best solution.

Adventures: Knights do not seek adventure for the sake of adventure itself, but there are none more eager to fulfill a genuine quest. Many knights quest for personal glory, while others seek to uphold the ideals of chivalry by defending the weak against the strong. A knight may begin a quest at the order of his liege, or (if particularly pious) as demanded by the superiors of his church. Some knights strive to prove themselves not for personal ambition, but for love — to prove themselves worthy of the affections of the man or woman they would die for. Indeed, it usually takes very little provocation at all for a true knight to accept a quest — some have been known to challenge giants and wyrms simply to aid a humble peasant who offered them food and hospitality for a single night.

Characteristics: Knights are sturdy warriors, skilled with sword, lance and mounted combat. Although they lack the versatility and single-minded martial dedication of the fighter, they make up for this slight lack of combat ability with greater training in courtly skills and an advantageous social position. In some ways, they combine the status of an aristocrat with the strength of a fighter, well versed in the ways of the battlefield and the royal court alike.

Alignment: Knights must be able to function within their feudal society, obey the orders

TABLE 2—2: THE KNIGHT (KNI)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Knightly raiment, registered device, warhorse
2nd	+2	+3	+0	+0	Mounted champion
3rd	+3	+3	+1	+1	—
4th	+4	+4	+1	+1	—
5th	+5	+4	+1	+1	Bonus feat
6th	+6	+5	+2	+2	—
7th	+7	+5	+2	+2	—
8th	+8	+6	+2	+2	Leadership
9th	+9	+6	+3	+3	Bonus feat
10th	+10	+7	+3	+3	Ignore damage reduction 5
11th	+11	+7	+3	+3	—
12th	+12	+8	+4	+4	—
13th	+13	+8	+4	+4	Bonus feat
14th	+14	+9	+4	+4	—
15th	+15	+9	+5	+5	Spell resistance
16th	+16	+10	+5	+5	—
17th	+17	+10	+5	+5	Bonus feat
18th	+18	+11	+6	+6	—
19th	+19	+11	+6	+6	—
20th	+20	+12	+6	+6	Ignore damage reduction 10

of their liege, and follow the codes of honor and chivalry. Although they may be benevolent and just or wicked and self-serving, a certain amount of respect for authority is essential to the knightly character. These principles are incompatible with a chaotic alignment.

Religion: Although many knights are good and pious folk, usually dedicated to gods of chivalry, justice or war, there are many who are impious or even heretical. Most knights choose to worship gods who support the ideals of chivalry to some extent, and some knights are sworn into religious orders to act as templars for their faith. Still, a knight may care much or little for the gods, as suits his tastes.

In an Excalibur campaign, human knights tend to worship Daeos, like the rest of their race; his most popular religious orders of knights worship him in his aspect as Redeemer and Protector. Knights of the fae races are more widely pantheistic,

although Argante, Morrighan, Taran and Aeron are the most popularly venerated, due to their more chivalric or warlike aspects.

Background: Most knights come from noble families, and inherit their weapons, armor and horse from their kin. However, some knights manage to be elevated to their rank despite a humble background. These knights may inherit their weapons, armor and horse from another knight who died without issue and named their successor for some merit, or even as a gift from some generous noble who recognized their innate worth. There are even a few stories of humble humans of no rank knighted by nobles of the daoine sidhe for mysterious reasons, although such tales are quite rare.

Races: Any race may have knights, although humans and elves are more prone to promoting orders of knighthood than the other races.

Dwarven “knights” are fighters as often as not; the dwarves have less of an emphasis on the elite cavalry role of the knight. Half-elves must often overcome racial prejudice to be knighted by human or elf kings or queens, although half-elf knights have been recognized in the service of both races. Gnomes and halflings rarely produce knights, save in communities that are strongly influenced by neighbors that

practice a strong chivalric tradition. Half-orcs generally lack the opportunity or the temperament (or both) to make fine knights, and face racial prejudice to boot, but those who overcome these obstacles are among the bravest and fiercest knights of the realm.

In an Excalibur campaign, humans and daoine sidhe produce the most knights; indeed, it’s said



PAN SPENCER

that the elf lords have more knights than commoners in their ranks. Anhardd often aspire to knighthood, although most who achieve it do so under unusual circumstances, or in the service of more “permissive” lords. The same can be said for hanner sidhe, although in fairness the hanner have a less militant personality; but not suffering from quite as much prejudice as the anhardd, those hanner who do seek knighthood have an easier time achieving it. Meinedd have great respect for knights, but rarely aspire to the position themselves. Lledrith and cellwair produce few knights, and those few are often considered of atypical personality for their kind, though still respected. And just as in other settings, half-orcs generally lack the opportunity, courtliness and social acceptance that would make them candidates for knighthood, although there are a few exceptions.

Other Classes: Knights function well with companions of other classes, both warriors and spellcasters. They understand fighters and paladins (if of compatible alignments) best, but are also respectful of clerics. Many knights value the company of bards highly, as bards make perfect witnesses for their deeds. Although knights do not automatically distrust wizards or sorcerers, most prefer that their arcane companions refrain from granting them an “unfair advantage” in a fight; they prefer to duel foes that are not being simultaneously weakened by a wizard’s spells, and prefer to go without magical enhancements to their abilities unless it’s clear that their opponent enjoys a similar advantage. Some knights get along well with some rogues, and others find themselves at odds with the unconventional rogue ways of handling problems. Most knights have never seen a monk, and would probably view them as a curiosity.

Role: Knights are clear melee combatants, born and probably even bred. They prefer to engage in single combat with foes if feasible, letting their allies deal with the companions of their chosen opponent.

GAME RULE INFORMATION

Knights use the following game statistics.

Abilities: Strength and Constitution are both valuable to knights, as they allow the knight to strike with greater force and endure the blows of ogres and worse. Dexterity is less important, as most knights wear armor that allows less freedom of movement, and many disdain ranged weapons. Charisma is important to knights who wish to acquit themselves nobly

at court, carry themselves with noble bearing, and make the most of their social skills.

Alignment: Any nonchaotic.

Hit Die: d10.

CLASS SKILLS

The knight’s class skills (and the key ability for each) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (heraldry) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Perform (Cha), Ride (Dex).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: A knight is proficient with all simple and martial weapons, with all types of armor (heavy, medium and light) and with shields (except tower shields).

Starting Money: 5d8 x 10 gp.

Allegiance: A knight may choose to begin play as either a white knight (if of good alignment) or as a black knight (if of evil alignment). This choice affects the potential ways that a knight’s career may take him. Neutral knights are not considered white or black (some call them “red knights”).

If a knight’s alignment changes, his allegiance may change as well; a white knight who becomes neutral ceases to be a white knight, and a black knight who reforms utterly and becomes good may become a white knight. Without a change of alignment, though, a knight may not otherwise change allegiance. A change of allegiance shifts the quality of the knightly bearing and spell resistance class abilities.

Knightly Raiment: A knight is expected to show his status through his arms, armor, and mount. When purchasing equipment with starting gold, the knight may buy a longsword and suit of armor at a 50% cost break, to represent either his family’s additional contribution to his inheritance or the bequest of his liege. This cost break applies only to equipping the character during character creation; if the knight must later purchase a new or replacement longsword or armor, he pays full cost.

Registered Device: The knight gains the feat Registered Device as a bonus feat at 1st level.

Warhorse (Ex): The knight may begin play with a medium or heavy warhorse. As the knight increases in level, the warhorse gains in power

just as a druid's animal companion does (see the "Druid's Animal Companion" sidebar in the *Player's Handbook*). If the knight's warhorse is slain in battle, he may gain a new one by spending a week moving through the stables of the land and choosing the finest animal. The knight must pay the purchase price for a replacement warhorse, but the new warhorse benefits from the increased power gained from the knight's current level.

Mounted Champion: At 2nd level, a knight gains the Mounted Combat feat, even if he does not meet the prerequisites. If he already has the Mounted Combat feat, he may choose a bonus feat from the following list: Animal Affinity, Rapid Mount/Dismount*, Ride-By Attack, Skill Focus (animal handling), Skill Focus (ride), Spirited Charge, Trample. The knight must still meet all prerequisites for the feat selected, however.

Knightly Bearing: At 4th level, the white knight gains a +4 bonus to all Diplomacy checks, while the black knight gains a +4 bonus to all Intimidate checks. Unaffiliated knights gain a +2 bonus to both Diplomacy and Intimidate checks.

Bonus Feats: The knight gains a bonus feat at 5th level, and an additional bonus feat every four levels thereafter (at 9th, 13th, and 17th.) The bonus feat must be chosen from the following list: Animal Affinity, Deny the Lethal Strike*, Improved Shield Proficiency*, Jousting*, Landed*, Rapid Mount/Dismount*, Ride-By Attack, Skill Focus (Handle Animal), Sleep in Armor*, Skill Focus (ride), Spirited Charge, Sundering Charge*, Trample, Weapon Focus (lance), Weapon Focus (longsword).

A knight must still meet all prerequisites for a bonus feat, including prerequisite feats, base attack bonus or ability scores. Feats marked with an * are detailed in Chapter Three: Skills, Feats & Equipment.

Leadership: The knight gains Leadership as a bonus feat at 8th level. The cohort attracted is usually some form of squire, although a squire gained through this feat is a competent person in her own right (usually a fighter).

Ignore Damage Reduction: At 10th level, the knight's blows are so fierce that the knight may ignore up to 5 points of an enemy's damage reduction. At 20th level, the knight may ignore up to 10 points of damage reduction. This bonus only applies when the knight is using a melee weapon, and not when making unarmed attacks or missile attacks.

Spell Resistance: At 15th level, the white knight gains spell resistance equal to 10 + his knight level against all spells or spell-like effects cast by evil opponents. The black knight gains spell resistance equal to 10 + his knight level against all spells or spell-like effects cast by good opponents. Other knights gain spell resistance equal to 3 + their knight level against all spells or spell-like abilities.

PRESTIGE CLASSES

EXISTING PRESTIGE CLASSES

Of the prestige classes listed in the *DMG*, some work very well in Arthurian games, while others take a bit of tweaking to work properly. The following guidelines may help you use those prestige classes to your taste in a world of high chivalry.

- The **arcane archer** is appropriate for games that focus heavily on interaction with elves; even in settings where the elven martial ideal is the elven knight and not the archer, an arcane archer can still be a worthy hero. In settings that lack elves, the arcane archer may represent a "fey-touched" peasant champion (and be available to human characters). In Excalibur games, the arcane archer is a particularly *lledrith sidhe* profession, although *daoine sidhe* and *hanner sidhe* may sometimes study under *lledrith* masters to learn the art themselves.

- The **arcane trickster** isn't a terribly Arthurian archetype, and is not usually appropriate for human characters, but works very well to build fae trickster types. In an Excalibur campaign, the *cellwair* produce the most arcane tricksters, being the most predisposed to the marriage of guile and magic.

- The **archmage** fits well enough into a high-magic Arthurian campaign, although they tend to be more rare, given the general greater rarity of wizards. It is certainly appropriate to place an archmage as counselor to the High King — or to have a PC archmage aspire to that position.

- **Assassins** are not a large part of Arthurian fantasy. In more historically flavored campaigns, it may be appropriate to import a few Saracen assassins for the purpose of an adventure, but by and large people tend to settle their feuds and grievances openly and personally, dueling rather than hiring professional killers.

- The **blackguard** is, of course, very appropriate — black knights in every sense of the

word. In the Excalibur setting, they are usually followers of the Adversary, receiving great power from their blasphemous pacts. A blackguard makes a perfect villain for almost any Arthurian campaign, and a knightly order of blackguards would be a force to be feared.

- The **dragon disciple** is generally inappropriate. True dragons are very rare in the Excalibur setting, and rarely mingle with mortals in most Arthurian settings. A campaign may feature one dragon disciple as a unique entity, but multiple dragon-blooded sorcerers would probably dilute the Arthurian feel.

- The **duelist** is generally incompatible with the visuals of Arthurian fantasy; this is a setting where heavy swords and heavier armor are the epitome of the stalwart warrior, rather than light armor and rapiers. They work best when restricted to races that don't practice the chivalric ideal; in an Excalibur game, for example, the lledrith sidhe and cellwair may have duelists, while the other races look down on duelists as less than honorable.

- **Dwarven defenders** may take the social role among their own kind that knights occupy in human culture. In effect, they serve as dwarven knights, practicing codes of honor and chivalry that focus on steadfastness, endurance and resolve. They may also serve as guardians of remote fortresses or other strange locales that are frequently seen in Arthurian tales. In Excalibur campaigns, the meinedd produce dwarven defenders who are the equal of other knights, even "jousting" in ritual wrestling bouts rather than tilting with lances.

- The **eldritch knight** may or may not be a knight in the conventional sense, but the concept of the arcane warrior is not automatically inappropriate to an Arthurian campaign. They may work well as a particularly exotic and interesting knightly order (such as the Order of the Gold Octagon, from Chapter Six).

- The **hierophant** may serve the role it does in other campaigns, as a religious leader and head of faith, be it cleric or druid. They are likely few in number, but a hierophant might serve as a focal NPC who is a source of quests, if not political intrigue. In Excalibur games, a human hierophant is more appropriate than a fae hierophant; the unswerving devotion to a god or principle is a little less common among the more freedom-loving fae races.

- As most Arthurian campaigns focus directly on the realm in question, the **horizon walker** is generally inappropriate, and should be reserved for campaigns of a more world-spanning and particularly plane-spanning nature.

- The **loremaster** fits very well into an Arthurian setting, usually fulfilling the role of advisor to kings or even a motivator of destinies, in the classic vein of Merlin himself. Fae loremasters in an Excalibur game may draw on the secrets of far Tir na n'Og.

- The **mystic theurge** is only moderately appropriate for Arthurian-style games, as magic tends to have a more specific tone and feel. Arcane magic and the miracles of the divine have more separation in a campaign drawing on Arthurian themes, although a mystic theurge might be appropriate to depict an elven druid/enchantress or other unusual figure.

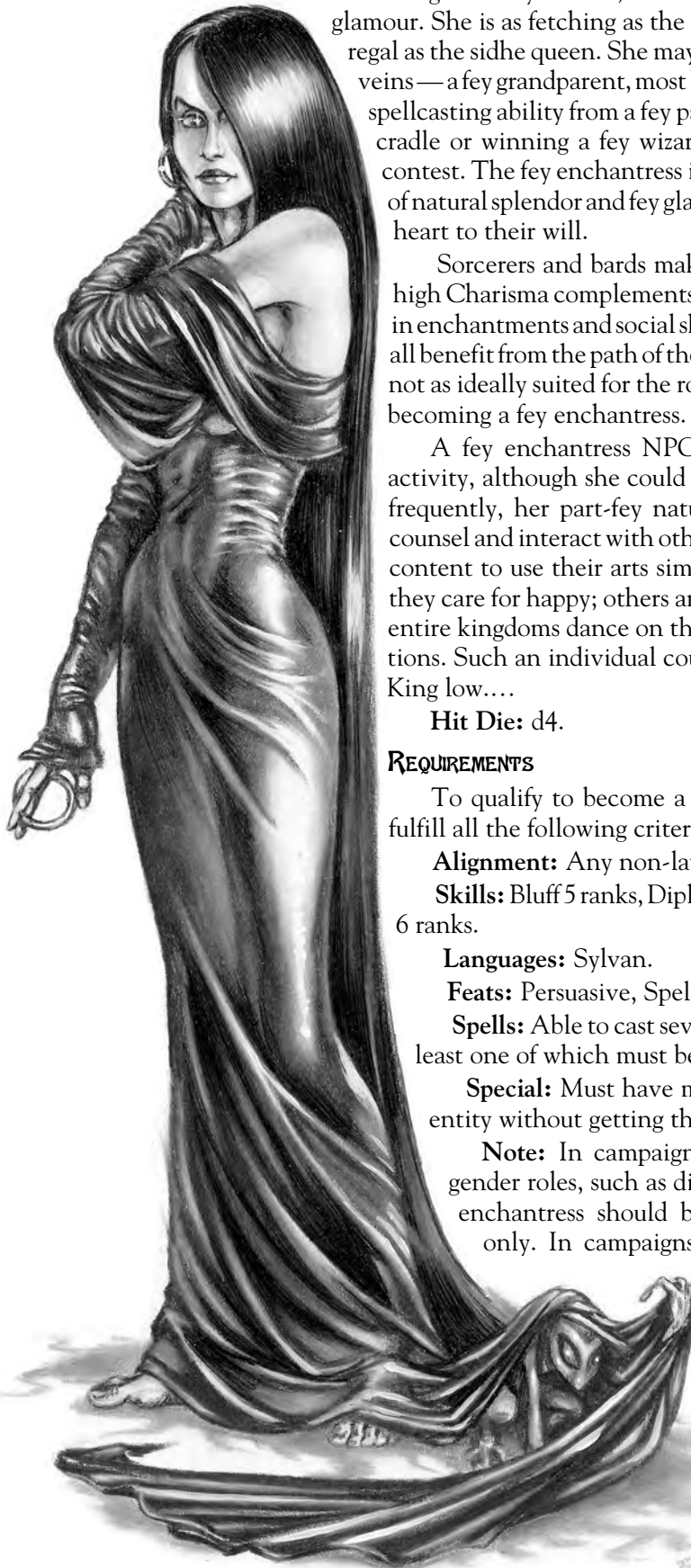
- The **shadowdancer** isn't terribly appropriate for Arthurian campaigns, at least as a protagonist; the virtues of honor and chivalry stress honesty and openness, and the shadowdancer is a direct contrast to these knightly ideals. However, it might be appropriate for some cultures; an anhardd shadowdancer might make an interesting villain in an Excalibur campaign, for instance.

- **Thaumaturgists** are appropriate, given the more superstitious feel of magic in an Arthurian setting. Evil thaumaturgists who summon the beasts of Hell to do their bidding are classic villains for knights to oppose. Good thaumaturgists should be considerably more rare, as the religious themes of an Arthurian game stress knights and other faithful going to great lengths to prove their piety and worth. If Heaven's forces are constantly near at hand, this can undercut the valor of these pious questing knights.

NEW PRESTIGE CLASSES

The following new prestige classes represent some of the most famous archetypes in Arthurian legend. Many of them will be recognizable as inspired by specific literary characters; however, these classes do not specifically hew to any one source in particular, but are meant to provide a basis for players and GMs to put their own spin on these archetypes.

FEY ENCHANTRESS



Alluring and mysterious, the fey enchantress is the epitome of glamour. She is as fetching as the nymph, as graceful as the dryad, as regal as the sidhe queen. She may have a measure of fey blood in her veins—a fey grandparent, most likely—or she may have gained her spellcasting ability from a fey patron, whether being blessed in the cradle or winning a fey wizard’s spellbook away from him in a contest. The fey enchantress is able to draw on the same reserves of natural splendor and fey glamour to bend even those of stoutest heart to their will.

Sorcerers and bards make ideal fey enchantresses, as their high Charisma complements the fey enchantress’ specialization in enchantments and social skills. Wizards, clerics and druids can all benefit from the path of the fey enchantress, although they are not as ideally suited for the role. A ranger would gain little from becoming a fey enchantress.

A fey enchantress NPC is rarely at the center of social activity, although she could make herself so if she chose; more frequently, her part-fey nature inclines her to keep her own counsel and interact with others only when it suits her. Some are content to use their arts simply to make themselves and those they care for happy; others are dangerous manipulators, making entire kingdoms dance on the threads of their web of machinations. Such an individual could conceivably even bring a High King low....

Hit Die: d4.

REQUIREMENTS

To qualify to become a fey enchantress, a character must fulfill all the following criteria.

Alignment: Any non-lawful.

Skills: Bluff 5 ranks, Diplomacy 6 ranks, Knowledge (Faerie) 6 ranks.

Languages: Sylvan.

Feats: Persuasive, Spell Focus (Enchantment)

Spells: Able to cast seven different enchantment spells, at least one of which must be 3rd level or higher.

Special: Must have made a bargain with a powerful fey entity without getting the worst of the deal.

Note: In campaigns that focus more on traditional gender roles, such as discouraging female knights, the fey enchantress should be restricted to female characters only. In campaigns where the gender roles are less strictly enforced, male fey enchanters should be permitted.

CLASS SKILLS

The fey enchantress’s class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplo-

macy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (none) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the fey enchantress prestige class.

Weapon and Armor Proficiency: The fey enchantress gains no proficiency with any weapons or armor.

Spells per Day/Spells Known: The fey enchantress continues to train diligently in magic as she perfects her art. When a new fey enchantress level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, new bardic abilities, and so on). In effect, she adds her level in fey enchantress to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character possessed levels in multiple spellcasting classes before becoming a fey enchantress, she must decide to which class she adds each level of fey enchantress for the purpose of determining spells per day (and spells known, if applicable).

Fey Glamour (Ex): Beginning at 1st level, the fey enchantress gains a +1 circumstance bonus to all Charisma-based checks. This bonus increases by an additional +1 every two levels.

Sidhe's Bearing (Ex): The fey enchantress may use magic items that are only usable by elves

or fey, even if she is not an elf or fey herself. In all other respects, she counts as a member of her original race.

Disguise Self (Sp): At 2nd level, the fey enchantress gains the ability to use *disguise self* once per day as a spell-like ability. She treats her total character level as the caster level. The DC for any Will saves made to recognize the disguise as an illusion is equal to 11 + the fey enchantress' Charisma bonus + the character's fey enchantress level. At 6th level, the fey enchantress may use this ability 3 times per day. At 10th level, she may use the ability at will.

Unravel Enchantment: At 4th level, the fey enchantress gains a +4 inherent bonus to all caster level checks made to dispel other enchantments via *dispel magic* or *greater dispel magic*. This bonus does not apply to spells of other schools.

Power of Persuasion (Ex): At 6th level, the fey enchantress may add +2 to caster level checks made to overcome spell resistance with enchantment spells. This bonus does not apply to spells of other schools, but its effects do stack with the Spell Penetration and Greater Spell Penetration feats.

Slippery Mind (Ex): The fey enchantress' deep understanding of enchantment spells provides her with defense as well as offense. If a fey enchantress of 8th level or higher is affected by an enchantment spell or effect and fails her saving throw, she may try to save again 1 round later at the same DC. She only gets this one extra chance to succeed on this saving throw.

Charming Gaze (Sp): At 10th level, the fey enchantress may use *charm person* as a spell-like effect once per round. This is a standard action that provokes attacks of opportunity; it also counts as a gaze attack. The DC to save against the fey enchantress' charming gaze is 15 + the fey enchantress' Charisma modifier.

TABLE 2-3: THE FEY ENCHANTRESS (FEN)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Fey glamour +1, sidhe's bearing	+1 level of existing class
2nd	+1	+0	+0	+3	<i>Disguise self</i> 1/day	+1 level of existing class
3rd	+1	+1	+1	+3	Fey glamour +2	+1 level of existing class
4th	+2	+1	+1	+4	Unravel enchantment	+1 level of existing class
5th	+2	+1	+1	+4	Fey glamour +3	+1 level of existing class
6th	+3	+2	+2	+5	Power of persuasion, <i>disguise self</i> 3/day	+1 level of existing class
7th	+3	+2	+2	+5	Fey glamour +4	+1 level of existing class
8th	+4	+2	+2	+6	Slippery mind	+1 level of existing class
9th	+4	+3	+3	+6	Fey glamour +5	+1 level of existing class
10th	+5	+3	+3	+7	<i>Charming gaze</i> , <i>disguise self</i> at will	+1 level of existing class

GIANT-KILLER

There are few things more fearsome than a giant. Even the smallest wield small trees like clubs, and can smash an armored soldier into paste with a single blow. The largest and strongest of them can pick up a knight and his warhorse with one hand, and usually for no good purpose. Where there are giants, there is need for giant-killers. These hardy and cunning warriors are masters of giant-fighting techniques; they know how to avoid a giant's blows, and where to strike a giant to do damage out of proportion to their weapons.

Fighters can obviously benefit from taking the giant-killer class; they lose some versatility, but gain great hitting power against their foe of choice. Rangers also work well as giant-killers, particularly those who have taken giants as a favored enemy. Paladins, knights and barbarians can also benefit from taking this class, although the giant-killer's pragmatic approach to combat can clash with a paladin's or knight's ideals, or with a barbarian's rage. Non-warrior classes can also draw some benefit from the class, but their overall lower hit points give them an unpleasant disadvantage in combat with giants.

Giant-killers are usually encountered in the field, practicing their craft. They are quick to accept assistance with their latest hunt; the giant-killer too proud to fight a giant with allies at his side is a corpse. Their combat techniques grant them some advantage against large monsters of other types, which makes them also in demand when hunting wyrms or other dangerous beasts. Some giant-killers are able to retire on the strength of their reputation, earning knighthood or the mayorship of a town and then settling back to enjoy it. But even those giant-

killers who have given up their profession can be lured out of retirement relatively easily — after all, if a troublesome giant has moved into the area, far better that someone who knows what he's doing be the one to put a stop to its rampage.

Hit Die: d12.

REQUIREMENTS

To qualify to become a giant-killer, a character must fulfill all the following criteria.

Base Attack Bonus: +7

Skills: Knowledge (nature), 5 ranks.

Feats: Dodge, Mobility.

Special: Must have survived a hostile encounter with a giant, or lost a friend or relative to a giant.

CLASS SKILLS

The giant-killer's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the giant-killer prestige class.

Weapon and Armor Proficiency: The giant-killer is proficient with all simple and martial weapons, with light, medium and heavy armor, and with all shields.

Duck and Cover (Ex): The giant-killer receives a +4 dodge bonus to AC against all thrown missile weapons (usually rocks) thrown by giants.

Looks Small Fights Big (Ex): A giant-killer adds +4 to any grapple checks made against a size Large or larger foe.

TABLE 2—4: THE GIANT-KILLER (GIK)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Duck and cover, looks small fights big
2nd	+2	+3	+3	+0	Slippery +1
3rd	+2	+3	+3	+1	Even giants bleed (+3)
4th	+4	+4	+4	+1	Close distance
5th	+5	+4	+4	+1	Slippery +2
6th	+6	+5	+5	+2	Stutter step
7th	+7	+5	+5	+2	Hold this ground
8th	+8	+6	+6	+2	Slippery +3
9th	+9	+6	+6	+3	Even giants bleed (+6)
10th	+10	+7	+7	+3	Crippling strike

Slippery (Ex): Starting at 2nd level, the giant-killer gains a +1 dodge bonus to AC when attacked in melee by size Large or larger opponents. This bonus increases to +2 at 5th level, and +3 at 8th level. Any time the character loses his Dexterity bonus (if any) to Armor Class, such as when he's caught flat-footed, he loses his dodge bonus, too.

Even Giants Bleed (Ex): At 3rd level, the giant-killer adds a +3 morale bonus to all damage rolls made against giants. This bonus increases to +6 at 8th level.

Close Distance (Ex): At 4th level, a giant-killer is able to use either a standard or a move action to move up to 1/2 of his speed (rounded down to 5 ft. increments) without provoking attacks of opportunity.

A giant-killer with the Mounted Com-

bat feat may use this ability while mounted, substituting his mount's speed for his own.

Stutter Step (Ex): When fighting giants (or size Large and larger monstrous humanoids, or athach), the giant-killer can attempt a feint as a move action. If the feint succeeds, he may not attempt a feint against that opponent again for the remainder of the combat. An unsuccessful feint may be attempted again the next round, or at any time thereafter.

Hold This Ground (Ex): At 7th level, a giant-killer gains a +4 bonus to any opposed checks made to resist bull rushes or overruns from opponents size Large or larger.

A giant-killer with the Mounted Combat feat may use this ability while mounted.

Crippling Strike (Ex): Similar to the rogue ability of the same name, when fighting a giant (or a size Large or larger monstrous humanoid), a giant-killer may add 1d4+1

points of temporary Strength damage to any melee attack against a foe denied his Dex bonus or flatfooted.



GREEN KNIGHT

Rarely seen but greatly renowned, the green knights are the champions of life and nature itself. They guard the fastnesses of the deep woods, and defend the inner heart of the wilderness as fervently as any paladin defends a temple to his god.

Although all green knights see themselves as belonging to a specific brotherhood, they are not part of a formal knightly order. Some are sworn to duty by another green knight, and some go on seekings unprompted, and are ordained by the forces of nature itself. A green knight is a dangerous foe to those who would despoil the pristine wilderness, for he is sustained by the power of nature. Blows that would slay any other man are but lesser wounds to a knight that has sworn allegiance to the Green Chapel.

Rangers and druids are the most obvious candidates for initiation into the knighthood of the Green Chapel, although clerics with access to the Plant domain may also qualify. The slower rate of spellcasting ability, however, is compensated for by the powerful defenses that the class offers.

Green knights are usually encountered as solitary guardians, sworn to guard a particular sacred glade, waterfall or other area rich in the energies of nature. But they are still knights at heart, even if they serve their nature deity rather than a liege lord, and a green knight may sometimes be found a long way from home, pursuing a quest. Such quests always serve some sort of "greater good," albeit one that serves the land itself and not necessarily the realm.

Hit Die: d10.

REQUIREMENTS

To qualify to become a green knight, a character must fulfill all the following criteria.

Alignment: Any neutral.

Base Attack Bonus: +6

Skills: Knowledge (nature) 8 ranks, Survival 10 ranks

Languages: Sylvan.

Feats: Great Fortitude.

Spells: Must be able to cast *entangle* and *barkskin*.

CLASS SKILLS

The green knight's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int),



Knowledge (nature) (Int), Ride (Dex), Swim (Str) and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the green knight prestige class.

Weapon and Armor Proficiency: The green knight is proficient with simple and martial weapons, and with all forms of armor and shields.

Spells per Day: At 2nd level, and at every other level thereafter, the green knight gains new spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (wild shape, favored enemy bonuses, turning undead and so on). In effect, he divides his green knight level by 2 and adds that to the level of whatever other divine spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one divine spellcasting class before he became a green knight, he must decide to which class he adds each alternate level of green knight for the purpose of determining spells per day.

Mounted Champion: At 1st level, a green knight gains the Mounted Combat feat, even if he does not meet the prerequisites.

If he already has the Mounted Combat feat, he may choose a bonus feat from the following list: Animal Affinity, Ride-By Attack, Skill Focus (animal handling), Skill Focus (ride), Spirited Charge, Trample. The knight must still meet all prerequisites for the feat selected, however.

At 5th level, the green knight may select a bonus feat from the above list, provided he meets the prerequisites.

Green Knight's Investiture: As part of the ceremony in which the green knight swears his oaths before nature, he is either given or crafts for himself a suit of fae armor fashioned of specially treated wood and silk (see Chapter Three, "Armor"). Green knights with levels of druid may wear this armor without befouling their druidic vows. The suit of fae armor may be of any type, even full plate.

Living Armor (Su): The green knight's skin gradually thickens and becomes more like the bark of a living tree; although his skin itself does not change appearance, his hair (and beard, if any) are gradually shot through with small living shoots and branches emerging from his skin. This effect becomes more pronounced as the green knight's skin toughens. At 1st level, the green knight gains a +1 natural armor bonus to AC; this increases by +1 every other level. This is considered an innate natural armor bonus for the purposes of the *barkskin* spell, and other effects that enhance a creature's natural armor bonus.

Earth's Nourishment (Su): At 2nd level, the green knight may enter a meditative trance that refreshes and nourishes him. His feet must be bare and touching living, fertile earth; he may then go into a trance that lasts for four hours. Each hour spent in the trance counts as two hours of sleep; in addition, if he enters the trance for at least one hour, he is nourished for the entire day as if he had eaten three square meals.

TABLE 2-5: THE GREEN KNIGHT (GKN)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Green knight's investiture, living armor +1, mounted champion	—
2nd	+2	+3	+0	+0	Earth's nourishment	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+1	Living armor +2, resist poison +2	—
4th	+4	+4	+1	+1	Pass without trace 1/day	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+1	Living armor +3, mounted champion	—
6th	+6	+5	+2	+2	—	+1 level of existing divine spellcasting class
7th	+7	+5	+2	+2	Living armor +4, oak's endurance	—
8th	+8	+6	+2	+2	Pass without trace 3/day, resist poison +4	+1 level of existing divine spellcasting class
9th	+9	+6	+3	+3	Living armor +5, vorpal immunity	—
10th	+10	+7	+3	+3	Fast healing,	+1 level of existing divine spellcasting class

This ability does not allow the green knight to prepare spells more than once in any 24-hour period.

Resist Poison (Ex): At 3rd level, the green knight gains a +2 racial bonus to saving throws to resist the effects of any animal or plant-based poison. This bonus increases to +4 at 8th level.

Pass Without Trace (Sp): At 4th level, the green knight may invoke the effects of the pass without trace spell as a spell-like ability once per day; this ability can be used on the green knight and his mount, if any. Using this ability is a standard action. At 8th level, the green knight may use this ability three times per day.

Oak's Endurance (Ex): At 7th level, the green knight is protected from the extremes of

heat and cold as if permanently under the effects of an *endure elements* spell.

Vorpal Immunity (Su): At 9th level, the green knight gains immunity to the vorpal quality, as well as any other magical effects that would sever his head. A critical hit inflicted by a vorpal weapon still inflicts damage as appropriate to the weapon's critical modifiers, but the green knight is not slain; his head simply returns to his body on his next action and reattaches itself.

Fast Healing (Su): At 10th level, the green knight gains fast healing 1. This ability does not confer the ability to regenerate limbs.

HOUNDMASTER

Swift as a greyhound, strong as a mastiff and perceptive as a bloodhound, the houndmaster has become so attuned to the dogs she looks after that she is practically one of them. The houndmaster goes beyond the normal duties of a servant tasked with looking after the hounds of an estate. She sleeps in the kennel with the hounds, feeds them each meal, and knows each of their personalities better than a mother knows her own children. Her bond with her charges eventually deepens into something supernatural, and just as her dogs take on some of her own intelligence and skills, so too does she begin to draw on their own natural abilities. The houndmaster draws on a strong mix of stealth and combat ability, making her more dangerous than the fiercest hound in her pack.

Rangers and druids may take this prestige class in order to increase their own personal capabilities; although druids lose the advantages of spellcasting



and wild shape, the houndmaster class abilities stay with them at all times, in any form. Although rogues have a little more difficulty qualifying for the houndmaster class, the abilities gained complement their own stealth skills, and make them hardier if somewhat less versatile scouts. Fighters and barbarians may also benefit from this class, increasing their abilities both in and out of combat in ways not previously available to them.

Houndmasters may be found working for knights or nobles who keep quality kennels; indeed, the reputation for the quality of knight's hounds may hint at the presence of a houndmaster in his employ. Some nobles are actually houndmasters themselves, letting their servants or spouses handle the other affairs of the estate while they devote themselves to the welfare and quality of their kennels. The fae have houndmasters as well, who usually care for the

red-eyed, red-eared, pale white hounds that the fae races esteem so highly. Some houndmasters even dwell in the wilderness, raising packs of wolves as other men raise dogs.

Even the goblin races have houndmasters — the sight of a goblin houndmaster bounding alongside a pack of almost human-faced goblin hounds is enough to give even the bravest knight pause.

Hit Die: d8.

REQUIREMENTS

To qualify to become a houndmaster, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Handle Animal 9 ranks

Feats: Alertness, Skill Focus (Handle Animal), Track

Special: The character must spend 30 hours out of every week

in the presence of friendly dogs, wolves or other canines for a year.

CLASS SKILLS

The houndmaster's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the houndmaster prestige class.

Weapon and Armor Proficiency: The houndmaster is proficient with simple and martial weapons, and with light and medium armor.

Canine Empathy (Ex): The houndmaster can use body language, vocalizations and demeanor to improve the attitude of any canine animal (dog, wolf, fox, coyote or the like). This ability functions just like a Diplomacy check to improve the attitude of a person; the houndmaster rolls 1d20, adding her houndmaster level +5, plus her Charisma modifier, to determine the result. If the houndmaster has more than five levels in either druid or ranger, she may add her houndmaster level plus her druid or ranger level, plus her Charisma modifier, instead.

The houndmaster must be within 30 feet of any canine under normal conditions, and both parties must be aware of each other. Use of canine empathy usually takes a minute, though it may take more or less time, depending on circumstances.

The houndmaster can also use this ability to influence a canine magical beast (such as a worg or winter wolf), but she takes a -4 penalty on the check.

Canine Companion (Ex): The houndmaster may choose the best dog (or wolf, or other canine animal) in her kennel to serve as an animal companion, as per the "Druid's Animal Companion" sidebar in the *Player's Handbook*. The animal has almost legendary capabilities (characteristics as a dire wolf). If a character already possesses an animal companion from previous levels in ranger or druid, her levels in houndmaster add to her levels in ranger or druid for the purposes of tracking the abilities of any canine animal companion she may have. Other

animal companions have their abilities figured by the character's ranger or druid levels alone.

Natural Armor (Ex): The houndmaster's skin toughens somewhat as a result of her training. At 2nd level, the houndmaster gains a natural armor bonus of +1. The bonus improves to +2 at 6th level.

Scent: At 3rd level, the houndmaster's sense of smell is as powerful as that of her dogs. The character gains the scent special ability, as described in the *DMG*.

Flanking Attack (Ex): At 3rd level, the houndmaster learns how to put her knowledge of pack tactics to good use. Whenever the houndmaster flanks her target, she may add extra damage to her attack, much like a rogue's sneak attack. However, unlike the sneak attack, the houndmaster does not add extra damage when her target is denied a Dexterity bonus to AC — the additional damage applies only when the houndmaster is flanking her foe. Should the houndmaster score a critical hit with a flanking attack, the extra damage is not multiplied. The houndmaster cannot gain extra damage from flanking attacks when striking the limbs of a creature whose vitals are beyond reach, or when the creature enjoys concealment. This extra damage does not apply to creatures that are immune to critical hits. At 3rd level, the bonus flanking damage is +1d6; this rises to +2d6 at 6th level and +3d6 at 9th level.

Fast Movement (Ex): At 4th level, the houndmaster's base speed increases beyond the norm for her race by 10 feet. This extra movement applies only when she is wearing no armor, light armor or medium armor and not carrying a heavy load. The bonuses apply before adding any modifiers based on load carried or armor worn. At 7th level, this bonus movement is increased to 20 feet, and at 10th level, to 30 feet.

Speak with Canines (Sp): Beginning at 5th level, the houndmaster can *speak with animals* as a spell-like ability, usable once per day. This power works only on canines, although it also works on canine magical beasts such as winter wolves. At 8th level, the houndmaster may use this ability three times per day.

Imbue Fang (Sp): At 5th level, the houndmaster may spend 250 XP to give her canine companion gains the benefit of a permanent *magic fang* spell; its bite attack gains a +1 enhancement bonus on attack and damage rolls. If the canine companion is killed or dismissed

and the houndmaster takes another, the houndmaster may pay another 250 XP to give the new companion the same benefit. The process takes 12 hours.

Awaken Canine (Sp): At 10th level, the houndmaster's bond with her pets is so strong that she can give them a measure of her own intelligence. The houndmaster may use *awaken*

as a spell-like ability once per week, although as with her other animal-affecting powers, this works only on canines. Awakening a canine takes 24 hours, and the houndmaster must spend 250 XP to make the attempt.

Canid Speech (Su): At 10th level, the houndmaster's *speak with canines* ability becomes a permanent supernatural ability.

TABLE 2-6: THE HOUNDMASTER (HOU)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Canine empathy, canine companion
2nd	+2	+3	+3	+0	Natural armor +1
3rd	+2	+3	+3	+1	Scent, +1d6 flanking attack
4th	+4	+4	+4	+1	Fast movement +10 feet
5th	+5	+4	+4	+1	<i>Speak with canines</i> 1/day, <i>imbue fang</i>
6th	+6	+5	+5	+2	+2d6 flanking attack, +2 natural armor
7th	+7	+5	+5	+2	Fast movement +20 feet
8th	+8	+6	+6	+2	<i>Speak with canines</i> 3/day
9th	+9	+6	+6	+3	+3d6 flanking attack
10th	+10	+7	+7	+3	<i>Awaken canine</i> , <i>canid speech</i> , fast movement +30 feet

KNIGHT OF THE REALM

True champions of the land, the knights of the realm are the greatest and noblest warriors to be found. They are the epitome of chivalry, the strongest and the bravest. They are the knights to whom all others are compared. This prestige class can be used to represent a Knight of the Round Table, a member of a similar knightly order in your campaign, or potentially to represent the followers of any high-ranking knight or lord.

Although the knight core class presented earlier is a natural fit for this prestige class, fighters, paladins and clerics all should have little difficulty meeting the rules requirements. Barbarians and rangers are less intuitive fits for the class, but don't necessarily lose more than they gain. The knight of the realm balances a tight code of honor and a slightly more limited offense with powerful defensive abilities; not only is the knight of the realm inclined to be the last to retreat, he has the staying power to back it up.

Knights of the realm are, simply put, the most famous warriors in the land. They frequently set out on quest after quest, sometimes challenging each other in the sense of friendly rivalry to see who slays a particular beast first. They set forth on adventures in the name of honor, chivalry, justice, and on the orders of their liege; it's much harder to keep a knight of the realm in the court or ballroom than to get him to risk his life on another perilous quest.

Hit Die: d10.

REQUIREMENTS

To qualify to become a knight of the realm, a character must fulfill all the following criteria.

Alignment: Any non-chaotic.

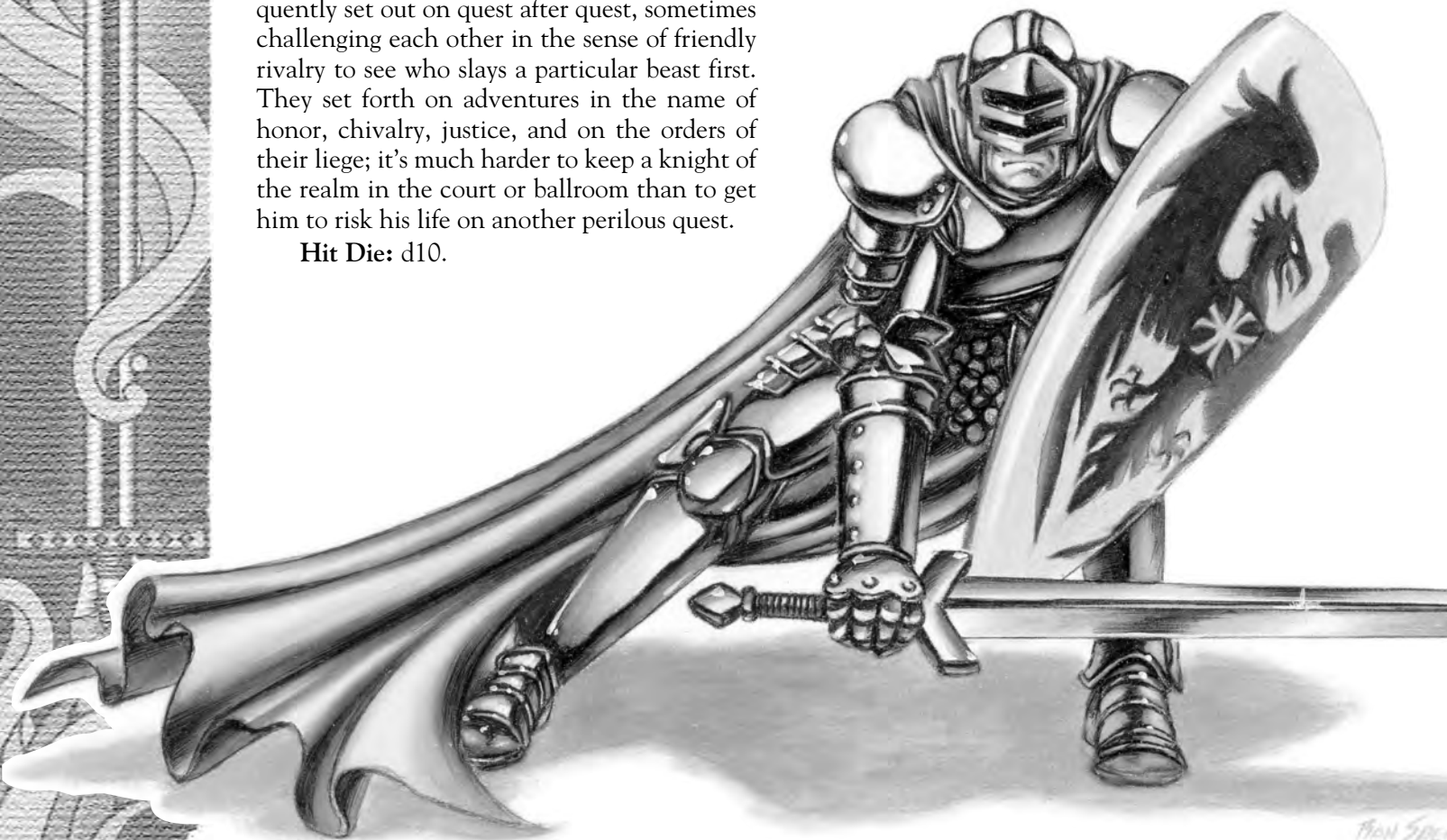
Base Attack Bonus: +9

Skills: Diplomacy 5 ranks, Ride 8 ranks

Feats: Armor Proficiency (Heavy), Mounted Combat, Weapon Focus (lance), Weapon Focus (longsword)

Special: The character must be accepted into the paramount knightly order of the realm, most likely by the High King (or other monarch) himself. The character must abide by the code of chivalry upheld by that order, or risk expulsion.

If using the variant Honor rules (see Chapter Six), the prospective knight of the realm must have an Honor rating of 31 or greater. If the character's Honor rating ever dips below 0, the character ceases to be eligible for this prestige class (see "Ex-Knights of the Realm," below.)



CLASS SKILLS

The knight of the realm's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (heraldry) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex) and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the knight of the realm prestige class.

Weapon and Armor Proficiency: The knight of the realm is proficient with simple and martial weapons, and with all forms of armor and shields.

Feat of Valor (Ex): Beginning at 1st level, the knight of the realm may perform a feat of valor once per day, adding an insight bonus equal to his knight of the realm level to any one attack roll, damage roll, saving throw or check. The knight of the realm may use this ability an additional time per day for every two levels gained in the prestige class beyond the first; at 3rd level he may perform a feat of valor 2/day (adding +3 to any rolls), at 5th level he may use the feat of valor 3/day, and so on. Invoking the feat of valor modifier is a free action that does not provoke attacks of opportunity.

Sworn Oath: At 1st level, the knight of the realm must swear a holy oath before his god(s) to forever honor his patron, liege and/or holy cause (as deemed most appropriate by the GM). He swears to exhibit unmatched loyalty, tireless service, boundless courage and forthrightness in all things. So long as he keeps the terms of this vow, he gains a +2 divine bonus to Will saves.

Improved Critical: At 2nd level, the knight of the realm gains the benefit of using the Improved Critical feat when using any lance. At 4th level, the knight of the realm gains the benefit of the Improved Critical feat with a longsword. If the knight of the realm already possesses the Improved Critical feat with either lances or longswords, the effects do not stack.

Armor Specialization: At 2nd level, the knight of the realm's armor check penalties are reduced by 1; this is cumulative with the lower armor check penalty for wearing masterwork armor. The armor check penalty is reduced by 2

at 5th level, and 3 at 9th level. Thus, a 9th-level knight of the realm in masterwork full plate suffers only a -2 armor check penalty.

King's Man: At 5th level, the knight of the realm is held in such high esteem by his liege or patron that their honor is considered inseparable. The knight of the realm may speak in the king's name, answer any and all challenges (including those of a personal nature) made against his king, and gains the ability to administer justice in the king's name (even should he be called upon to pass judgment on his social betters).

Improved Armor Proficiency: At 5th level, the knight of the realm has become so accustomed to moving in armor that wearing medium or heavy armor no longer reduces his movement rate; he is treated as wearing light armor for the purposes of determining base movement rate. He may still have his movement reduced due to the amount of weight carried, but he is not impaired by the simple act of wearing medium or heavy armor.

Damage Reduction (Ex): At 6th level, the knight of the realm gains the ability to shrug off some amount of injury from each blow or attack. Subtract 1 point from the damage the knight of the realm takes each time he takes damage. At 8th level, the damage reduction increases to 3/-; at 10th level, it increases to 5/-. Damage reduction can reduce damage to 0 but not below 0; that is, the knight of the realm cannot gain hit points in this manner.

Knightly Defense (Ex): At 8th level, the knight of the realm may add his shield bonus to any Reflex saving throws made to avoid or reduce damage from spells, spell-like abilities, breath weapons or other similar attacks. This ability does not apply to Reflex saves used to avoid falling into pits or other situations in which a shield could not potentially help deflect part of the attack.

As the Throne (Su): At 10th level, the knight of the realm and his king are spiritually bonded. At will, a knight of the realm may cast *shield other* upon his liege as a free action, once per day.

In addition, if he is charged by his liege to protect an individual, the knight of the realm may use this ability upon his charge as well, provided he has not already used the ability for the day.

EX-KNIGHTS OF THE REALM

A knight of the realm who is dishonored and stripped of his rank loses the ability to use the feat of valor, his bonuses from the sworn oath

ability, king's man ability, as the throne ability and any damage reduction he may have acquired, and can no longer gain levels in the knight of the realm prestige class. He retains all other class abilities.

TABLE 2-7: THE KNIGHT OF THE REALM (KRM)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Feat of valor 1/day, sworn oath
2nd	+2	+3	+0	+3	Improved critical (lance), armor specialization 1
3rd	+3	+3	+1	+3	Feat of valor 2/day
4th	+4	+4	+1	+4	Improved critical (longsword)
5th	+5	+4	+1	+4	Feat of valor 3/day, armor specialization 2, King's man
6th	+6	+5	+2	+5	Improved armor proficiency, damage reduction 1/-
7th	+7	+5	+2	+5	Feat of valor 4/day
8th	+8	+6	+2	+6	Knightly defense, damage reduction 3/-
9th	+9	+6	+3	+6	Feat of valor 5/day, armor specialization 3
10th	+10	+7	+3	+7	As the throne, damage reduction 5/-

KNIGHT TEMPLAR

In a world of peril, the gods cannot be served by gentle words and healing touch alone. Sometimes, the sword and the lance must be set against the enemies of the faith that mercy and forgiveness cannot reach. The knight templar is a member of a knightly order at-



tached to a church. Where a knight of the realm swears his oaths to a liege, a knight templar swears hers to a religion, faith or cause. She is subject to the church's authority, and is expected to act as a champion for the faith. A knight templar is entrusted with a great deal of responsibility, and yet they are often among the humblest of the land.

Clerics and paladins are the most obvious candidates for knights templar, although some fighters or knights with a rudimentary initiation into the mystic aspects of their religion may also qualify.

Knights templar may be found guarding the chapels and cathedrals of their faith, or they may be sent a-questing to see to the interests of the church more proactively. Some act as personal guards to the leaders of their faith.

Knights templar are rarely ordered into action in any situation where a lay-priest might serve; they are sent into danger, intrigue and mystery in the name of their god. They frequently cooperate with secular knights who serve a lord in good standing with the faith.

Some knights templar are released from their guard duties and become "wandering" knights, engaged in a restless and eternal quest to seek out and defeat all enemies of the faith. Such wandering champions often strengthen the people's goodwill toward their church through their heroism in ways that even the most fervent missionaries cannot achieve.

Hit Die: d10.

REQUIREMENTS

To qualify to become a knight templar, a character must fulfill all the following criteria.

Alignment: Must be within one step of the knight templar's patron deity or church.

Base Attack Bonus: +7

Skills: Knowledge (religion) 5 ranks

Feats: Diehard, Endurance

Spells/Spellcasting: Must be able to cast *bles*.

Special: Must be ordained within holy ground appropriate to the faith, in a ceremony

conducted by the temporal head of that faith, or an assigned representative.

CLASS SKILLS

The knight templar's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the knight templar prestige class.

Weapon and Armor Proficiency: The knight templar is proficient with simple and martial weapons, and with all forms of armor and shields.

Spells per Day: At 2nd, 3rd, 5th, 6th, 8th, 9th, and 10th level, the knight templar gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (turning undead and so on).

If a character had more than one divine spellcasting class before she became a knight

templar, she must decide to which class she adds each spellcasting level of knight templar for the purpose of determining spells per day.

Templar's Oath (Su): A knight templar swears a holy oath in the sight of gods and men, and promises to give her life for the defense of the faith if called upon. This divine commitment imbues her with an otherworldly toughness, increasing her hit points by one per knight templar level. These hit points accumulate as the knight templar gains levels in the class, to a maximum of 10 bonus hit points at 10th level.

In addition, if she is wounded, the knight templar can regain one hit point per knight templar level by spending fifteen minutes in prayer on ground consecrated to her religion. The templar may heal her wounds in this fashion only once per day.

Resist Compulsion (Su): At 4th level, a knight templar's devotion to her order grants her a +2 divine bonus on Willpower saves made against compulsion effects. If she is within ground consecrated to her religion, the save bonus increases to +4.

Holy Defense (Su): While within an area consecrated to her religion, the knight templar gains a +2 divine bonus to Armor Class, and a +4 divine bonus on opposed rolls made to resist bull's rush, trip or overrun attacks.

TABLE 2-8: THE KNIGHT TEMPLAR (KTE)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+2	Templar's oath	—
2nd	+2	+3	+0	+3	—	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+3	—	+1 level of existing divine spellcasting class
4th	+4	+4	+1	+4	Resist compulsion	—
5th	+5	+4	+1	+4	—	+1 level of existing divine spellcasting class
6th	+6	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+7	+5	+2	+5	Holy defense	—
8th	+8	+6	+2	+6	—	+1 level of existing divine spellcasting class
9th	+9	+6	+3	+6	—	+1 level of existing divine spellcasting class
10th	+10	+7	+3	+7	—	+1 level of existing divine spellcasting class

MALEFIC ENCHANTER

Power corrupts. This is the universal truth embraced by the malefic enchanter — the idea that power cannot help but corrupt, but that it is better to be corrupt than powerless. The malefic enchanter (or enchantress) is driven by his own base desires to achieve arcane mastery, and in recognizing the power of his darker drives, he opens himself up to the power of corruption. The sins and indulgences that he partakes of enhance his abilities, as he passes through each of the Gates of Sin. Of course, each successive surrender to temptation also weakens the enchanter in ways that a life of virtue wouldn't — but it is a small price to pay, after all.

Both wizards and sorcerers aspire to the role of malefic enchanter; the gifts granted by the darker path are equally useful to both. Some clerics of dark gods also walk the path of the malefic enchanter, although they sacrifice more combat ability in return for the dark enlightenment they pursue.

The malefic enchanter is the classic villain of peasant stories, and most prefer living in secluded, dangerous moors and valleys to life in a community, and the bother of disguising their nature that would require. They frequently make forays from their isolated towers to satisfy one or another of their vile cravings, whether kidnapping a “bride” that they have come to covet or murdering a childhood rival that they once envied.

Hit Die: d4.

REQUIREMENTS

To qualify to become a malefic enchanter, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Knowledge (arcana) 5 ranks, Knowledge (the planes) 9 ranks.

Feats: Spell Focus (conjunction)

Spells: Must be able to cast *monster summoning III*.

Special: Must have summoned and interacted with a fiend of 6 HD or greater.

CLASS SKILLS

The malefic enchanter's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis) Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the malefic enchanter prestige class.

Weapon and Armor Proficiency: The malefic enchanter gains no proficiency with any armor or weapons.

Spells per Day/Spells Known: The malefic enchanter continues to study magic in addition to pursuing his path of vice. When a new malefic enchanter level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, new bardic abilities, and so on). In effect, he adds his level in malefic enchanter to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character possessed levels in multiple spellcasting classes before becoming a malefic enchanter, he must decide to which class he adds each level of malefic enchanter for the purpose of determining spells per day (and spells known, if applicable).

Fetch: The malefic enchanter is given a familiar upon initiation into this class. This familiar, a *fetch*, is an infernal spirit bound into an animal's body. This costs no gold; the fetch is treated as the familiar of a 1st-level sorcerer with the fetch traits listed below. If the malefic enchanter already possessed a familiar, his familiar gains the fetch traits below; the familiar's personality becomes slightly more devilish, and the familiar goes out of its way (though not endangering itself) to help the malefic enchanter satisfy his cravings.

A fetch gains a +4 inherent bonus to Intelligence, and spell resistance equal to 15 + the character's malefic enchanter level.

Abasement of the Flesh (Sp): At 2nd level, the malefic enchanter's growing intimacy with his debased pleasures invest his spellcasting with fiendish corruption. Once per day, he may imbue any single targeted or damaging spell with an additional 1d6 points of nonlethal damage. This damage is negated by a successful saving throw against the spell's primary effect.

For example, the malefic enchanter's *charm person* may (at his discretion) inflict 1d6 points of nonlethal damage, as the target is overwhelmed

by the foul sensations of unholy lust. The malefic enchanter may use this ability an additional time per day for every two successive levels in the malefic enchanter class, to a maximum of 5 times/day at 10th level.

The Lecher's Eye (Ex): At 2nd level, the malefic enchanter suffers the effects of overindulgence in Lust. The malefic enchanter suffers a -2 penalty on Will saves made against spells or spell-like abilities cast by persons the malefic enchanter would find sexually attractive.

Gluttonous Replenishment (Su): At 3rd level, the malefic enchanter gains the ability to recover lost hit points by devouring large quantities of food. For every three pounds of food the malefic enchanter consumes, he regains hit points as if he had rested for a full day. The malefic enchanter suffers no ill effects from overeating.

Ravenous Appetite (Ex): The curse of the Gate of Gluttony also manifests itself at 3rd level. The malefic enchanter requires more food to sustain himself, and can only go one day without food (instead of three days as is usual) before having to make Constitution checks to avoid taking nonlethal damage.

The Miser's Craft (Ex): The Gate of Avarice teaches the malefic enchanter ways to hoard more of his precious gold. At 4th level, the malefic enchanter gains the ability to enchant magical items for a reduced cost; he receives a 10% cost break on the gold piece (but not experience point) cost of crafting magical items.

Churlish Nature (Ex): At 4th level, the malefic enchanter's ties to the power of Avarice affect his ability to be generous even in the slightest. The malefic enchanter must make a Will save, DC 25, to give anything valuable to another person, or even to make a fair payment in exchange for goods or services — the enchanter must always get the better of the deal. The minions that guard a malefic enchanter's lair are frequently poorly equipped, and only the most-used areas are well maintained.

Fiendish Familiar: When the malefic enchanter reaches 5th level, his fetch gains the fiendish template (see MM, Chapter 1, "Fiendish Creature," *Creating a Fiendish Creature*). The familiar begins to appear more visibly infernal; a cat's fur may become slightly red-tinted with a faint sulphurous odor,



a raven's voice may take on a more metallic rasp, and so on.

Sinking Stillness (Su): At 6th level, the malefic enchanter is protected by an aura of Sloth. If the malefic enchanter takes no movement at all for the round (not even a 5-foot step), he gains a +6 deflection bonus to AC.

Troubled Rest (Ex): Beginning at 6th level, the malefic enchanter requires more rest than usual to fulfill the demands of Sloth. The malefic enchanter needs to rest for 10 hours (rather than the usual 8) before he is able to prepare spells.

Wrathful Spell: At 7th level, the malefic enchanter may channel the power of Wrath through his spells. The malefic enchanter casts all spells that inflict hit point damage (but not non-lethal or ability damage) at +1 caster level. This bonus applies to spells that do both hit point damage and another type, such as *chill touch*.

Petulant Mind (Ex): At 7th level, the malefic enchanter is so consumed by thoughts of anger and hatred that he suffers a -2 competence penalty to Concentration checks made while in combat.

Half-fiend Familiar: When the malefic enchanter reaches 8th level, his familiar gains the half-fiend template (see MM, Chapter 1, "Half-Fiend," *Creating a Half-Fiend*); this replaces the fiendish template. The familiar becomes obviously infernal to the eye; a cat may sport small horns and a barb at the tip of its tail, a raven's beak and feet may become metallic brass, and so on.

Touch of Envy (Sp): At 9th level, the malefic enchanter may make a touch attack once

per day to steal a portion of his opponent's strength and add it to his own. The malefic enchanter may choose to drain 1d4 points of Strength, Dexterity or Constitution; the points lost are added temporarily to the malefic enchanter's own ability score. The malefic enchanter loses any bonus ability points gained through of this attack at sunrise of the following day. This attack counts as ability drain, and the loss is therefore permanent barring magical healing.

Clutching Soul (Su): At 9th level, the malefic enchanter's jealousy is so great that he can no longer abide to hear praise for anyone other than himself. He is driven to bring low (even at great risk) anyone held in high esteem or praised within his hearing.

If he is unable (or unwilling) to take direct action against the target of his jealousy, the malefic enchanter receives a cumulative competence penalty on all skill checks and caster level checks of -1 per week, to a maximum of -4. This penalty stacks with the petulant mind penalty.

Unyielding Pride: The culmination of the malefic enchanter's path through the Seven Gates ends with the infusion of the power of Pride. At 10th level, the malefic enchanter gains a +3 insight bonus on all saving throws (though penalties gained at earlier levels still apply).

Incomparable Craft (Su): At 10th level, the malefic enchanter's pride in his ability is so great that he cannot willingly receive benefits from any outside magical source. He is forced to make a saving throw against even beneficial or harmless spells or spell-like effects that do not originate from himself. His Unyielding Pride benefit applies to these saves as well.

TABLE 2-9: THE MALEFIC ENCHANTER (MAE)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Fetch,	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Abasement of the flesh 1/day, lecher's eye	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Glutton's replenishment, ravenous appetite	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Gate of avarice, churlish nature, abasement of the flesh 2/day	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Fiendish familiar	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Sinking stillness, troubled rest, abasement of the flesh 3/day	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Wrathful spell, petulant mind	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Half-fiend familiar, abasement of the flesh 4/day	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Touch of envy, clutching soul	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Unyielding pride, incomparable craft, abasement of the flesh 5/day	+1 level of existing spellcasting class

RELIQUARIAN

There is power in the bones of saints, and in the stones blessed by a high priest, and in the weapons that have fallen to earth from the hands of angels. The pious have such faith in the incarnate power of holy relics that a mere sliver of bone can inspire men to charge into the teeth of Death itself. It is therefore the duty of the men and women of the church to identify, guard and use these relics as best they can. The reliquarian is an ordained priest of the church who has been charged with this holy task. It falls to her to recover lost relics of the faith, to care for them such that their holy power is strengthened, and to ensure that they do not fall into the hands of the wicked.

Clerics and paladins are the most likely candidates for the reliquarian class. Druidic reliquarians are much more rarely seen, but a few druids have been known to assign great importance to certain artifacts of their faith. Wizards may undertake the religious mantle of the reliquarian if their faith is deep, or their love for antiquities and apocrypha great enough. The class sacrifices some combat ability to focus on the lore that surrounds holy relics, but is still more active and combat-worthy than the usual scholar of antiquities.

Some reliquarians spend most of their time in the strongholds of their faith, never straying far from the vaults where the sacred objects are kept. However, many more actively ride the land, seeking out those relics that have been lost. A reliquarian may call on a group of knights to recover a particular relic for the faith, or he may ask them to assist him as he sets out on the quest. If the need is great enough, a reliquarian may even offer a faithful worshipper or sub-priest the use of one of the church's sacred objects to ensure that the supplicant's quest is blessed with the deity's full favor.

Hit Die: d6.

REQUIREMENTS

To qualify to become a reliquarian, a character must fulfill all the following criteria.

Skills: Knowledge (history) 5 ranks, Knowledge (religion) 10 ranks

Spells: Able to cast 1st-level divine spells.

Special: The reliquarian must be chosen by unanimous consent of his order's leadership, and invested in a weeklong ceremony attuning her to a specific holy relic. The nature of the relic is

left to the GM (bones of saints are particularly appropriate), and while the reliquarian may quest for other relics of the church, she is considered bonded to the relic named at the time of her investiture, and may not change that bond. The relic is not a magical item. However, it is a source of potential positive or negative energy. Good reliquarians carry relics that channel positive energy and evil reliquarians carry negatively attuned relics. Neutral reliquarians may choose a relic tied to either positive or negative energy; this decision cannot be changed later. If the reliquarian had levels in cleric, the choice of a positive or negative energy relic must match his choice of turning or rebuking undead.

CLASS SKILLS

The reliquarian's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Speak Language (none), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the reliquarian prestige class.

Weapon and Armor Proficiency: The reliquarian is proficient with simple weapons, and with all forms of armor and shields.

Spells per Day: At 2nd and 4th level, and every level thereafter, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class she belonged to before she added the prestige class. He does not, however, gain any other benefit a character of that class would have gained.

If the character possessed levels in multiple spellcasting classes before becoming a reliquarian, he must decide to which class he adds each level of reliquarian for the purpose of determining spells per day (and spells known, if applicable).

Divine Lore: At his investiture, the reliquarian is initiated into the secret mysteries of his order. This knowledge grants him a +2 competence bonus to all Int-based skill checks and Int checks.

Attunement (Su): The reliquarian is aware of the relative distance and general direction of her bonded relic at all times. Should her relic fall into the hands of enemies, or be otherwise lost

(not simply set aside), the reliquarian loses all class special abilities save for this one (but not spells per day, saves or attack bonuses) until the relic is restored to its rightful place.

Draw Upon Relic (Su): The holy relic given to the reliquarian upon investiture grants him a source of spiritual power in times of need. Once per day, as long as the reliquarian is in contact with his bonded relic, he may recall one 1st-level spell that had already been cast, as if using a *pearl of power*.

Turn/Rebuke Undead (Su): By brandishing the relic bonded to him, the reliquarian can turn or rebuke undead as a cleric of his reliquarian level. A reliquarian with previous levels of cleric can add his reliquarian levels to his cleric levels for purposes of turning undead, but only when using his bonded relic. In all other respects, this is identical to the cleric ability.

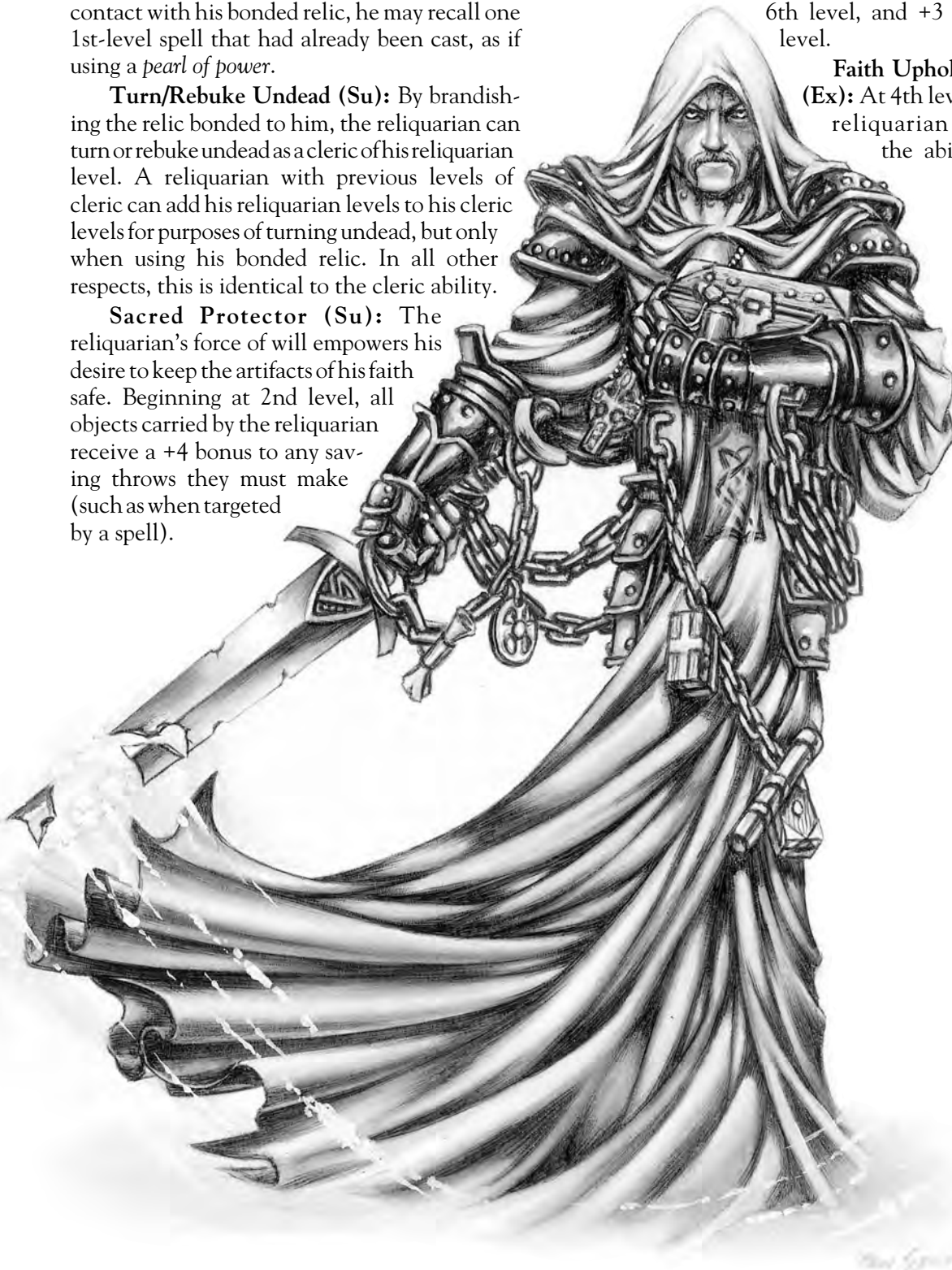
Sacred Protector (Su): The reliquarian's force of will empowers his desire to keep the artifacts of his faith safe. Beginning at 2nd level, all objects carried by the reliquarian receive a +4 bonus to any saving throws they must make (such as when targeted by a spell).

Guiding Star I (Su): At 3rd level, the reliquarian may never be lost, and gains a divine immunity to *confusion* spells and spell-like effects.

Divine Armor (Su): Beginning at 3rd level, the reliquarian gains a +1 natural armor bonus as long as he bears his bonded relic on his person.

This bonus increases to +2 at 6th level, and +3 at 9th level.

Faith Upholds Me (Ex): At 4th level, the reliquarian gains the ability to



handle magical objects that would ordinarily curse or damage him due to alignment without suffering any harm. A good-aligned reliquarian could handle an unholy weapon without suffering a negative level, while an evil-aligned reliquarian could peruse a *book of exalted deeds* without losing XP. This ability does not protect the reliquarian against curses or damaging effects that are not based on alignment.

Touch of the Saint (Su): At 5th level, the reliquarian can further focus the power of the relic he carries. The reliquarian may make a touch attack once per day that focuses either positive or negative energy. A positive energy touch heals 1d8 points of damage per point of the reliquarian's Wisdom modifier, and inflicts that much damage to undead. A negative energy touch inflicts a like amount of damage to living creatures, and heals an equal amount to undead.

Relic Lore (Sp): At 6th level, the reliquarian can use *legend lore* as a spell-like ability. This ability can only be used on relics of the reliquarian's faith, or of a directly opposing faith. Thus, a reliquarian of Daeos could use *legend lore* to determine lore about an important Daeosian

relic or a relic of the Adversary, but not about a Druenite object or a relic of a fae god. This ability can only be used once per week at most. The reliquarian does not need to expend XP to use this spell-like ability. In all other respects, this ability functions as the spell.

Find the Path (Sp): Starting at 7th level, a reliquarian may cast *find the path* once per day as a standard action.

Guiding Star II (Su): At 8th level, the reliquarian becomes immune to the *lesser geas*, *geas* and *quest* spells.

Sense Magic (Sp): At 9th level, the reliquarian becomes able to sense the presence or absence of magic. He can *detect magic* at will, as a spell-like ability.

Perfected Bond (Su): At 10th level, the reliquarian's bond with the relic he carries is a constant source of strength. As long as the relic is on his person, the reliquarian gains damage reduction 5/unholy (if the relic is charged with positive energy) or damage reduction 5/holy (if the relic is negatively charged). In addition, the reliquarian gains a +4 divine bonus on all saves against divine magic.

TABLE 2—10: THE RELIQUARIAN (RLQ)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Divine lore, attunement, draw upon relic, — turn/rebuke undead	—
2nd	+1	+0	+0	+3	Sacred protector	+1 level of existing spellcasting class
3rd	+2	+1	+1	+3	Guiding star I, divine armor 1	—
4th	+3	+1	+1	+4	Faith upholds me	+1 level of existing spellcasting class
5th	+3	+1	+1	+4	Touch of the saint	+1 level of existing spellcasting class
6th	+4	+2	+2	+5	<i>Relic lore</i> , divine armor 2	+1 level of existing spellcasting class
7th	+5	+2	+2	+5	<i>Find the path</i>	+1 level of existing spellcasting class
8th	+6	+2	+2	+6	Guiding star II	+1 level of existing spellcasting class
9th	+6	+3	+3	+6	<i>Sense magic</i> , divine armor 3	+1 level of existing spellcasting class
10th	+7	+3	+3	+7	Perfected bond	+1 level of existing spellcasting class

VOICE OF THE LAND

The heralds of a chivalric realm play a vital role. They are the ones who keep track of coats of arms and noble bloodlines, ensuring that rival claims to a throne or title can be settled with minimal bloodshed. They are the masters of the tournament, able to bring the best out of every competitor. And on the battlefield, they are the messengers who deliver terms and oversee the rituals of war. The best and the greatest of these are more than mere heralds. In peace, the voice of the land is an expert at diplomacy and courtly affairs, the trusted right hand of her lord. In times of war, the true powers of her devotion to her office manifest themselves. If her lord is injured or trapped, it is his voice who rallies the army in his absence, perhaps even leading them to victory.

If a lord is taken prisoner, it is the voice who must negotiate the ransom, often without the support of an army at her back. She must be careful and crafty, but powerful enough in her own right to ensure honorable conduct. In fact, the remarkable persuasion powers of a voice of the land often make her an effective intelligence agent when she is required (or chooses) to act subtly.

The voice of the land is a strong choice for bards and rogues; clerics and sorcerers can meet the prerequisites fairly easily, but the loss of spellcasting levels may make it less of a valuable choice for them. Fighters, rangers, paladins and knights lose some combat ability, but would gain a strong measure of versatility from the voice of the land, and are appropriate for the service of particularly militant lords. The other classes are likely to lose more than they gain.

There is usually only one voice of the land at best serving any given kingdom, although some powerful rulers (such as the High King) may have multiple voices of the land in their service. They are often encountered at tournaments or in courtly environments, overseeing ceremonies or carrying out diplomatic missions. These heralds may also be attached to an authority other than a king or queen — one may be a “voice of the archbishop,” the herald of her faith, or attached to some other important figure. A voice of the land may also be entrusted with an important task; when a voice of the land sets forth on quests, she does so as a visual symbol of her liege’s strength, his right hand as well as his voice.

Hit Die: d6.

REQUIREMENTS

To qualify to become a voice of the land, a character must fulfill all the following criteria.

Skills: Knowledge (nobility and royalty) 5 ranks, Knowledge (heraldry) 5 ranks, Diplomacy 8 ranks, Sense Motive 8 ranks.

Languages: Must speak at least 2 languages other than Common.

Feats: Negotiator or Skill Focus (Diplomacy).

Special: The character must swear an oath of fealty to a king, queen, religious leader or other figure of high authority.

CLASS SKILLS

The voice of the land’s class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Knowledge (all skills, taken separately) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Search (Int), Spot (Wis), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are features of the voice of the land prestige class.

Weapon and Armor Proficiency: Voices of the land are proficient with all simple weapons. Voices of the land are proficient with light armor and shields.

Spells per Day: At levels 2, 4, 6 and 8 the voice of the land gains additional spells to add to her spells known, if she can cast spells from a previous class. This additional spell does not take up any available slots from the previous class, and are considered bonus spells. Even if the voice of the land does not normally have access to spells of a level required to cast the bonus spell, she gains the bonus spell anyway. All other requirements apply however, and the spells are Charisma-based for the purposes of determining casting ability and save DCs.

The voice of the land may add her previous caster levels to her voice of the land level for the purposes of determining effective caster level for these bonus spells.

Voices of the land who do not cast spells from a previous class, or who already have those spells on their list gain the use of these spells once per day as a spell-like ability, with a caster level equal to her voice of the land level.

The Name of the Lord (Ex): The voice of the land is empowered to speak in the name of her lord, pass justice and arbitrate disputes. She gains a +2 competence bonus on all Charisma-based checks made when dealing with her lord's vassals, subjects or sworn men.

Voice of Silver (Sp): At 1st level, the voice of the land can use her honeyed words to calm the heated passions of her audience. This is a full-round action that affects all those who can hear the voice of the land, but is otherwise identical to the *calm emotions* spell, as cast by a caster of her character level. The voice of the land may use this ability once per day per point of Charisma bonus.

Bonus Spell I: At 2nd level, the voice of the land gains *message* as a bonus 1st level spell (see Spells per Day, above).

Courageous Words (Su): At 3rd level, a voice of the land is able to inspire courage once per day per point of Charisma bonus she has. This inspiration bolsters her allies against fear and improves their combat abilities. To be affected, an ally must be able to hear the voice of the land speak. The effect lasts for as long as the ally hears the voice of the land speak and for 5 rounds thereafter. An affected ally receives a +1 morale bonus

on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

If the allies have also sworn oaths to the voice of the land's lord, they gain an additional +1 morale bonus to saves against charm and fear affects, attack and weapon damage rolls, for a total of +2.

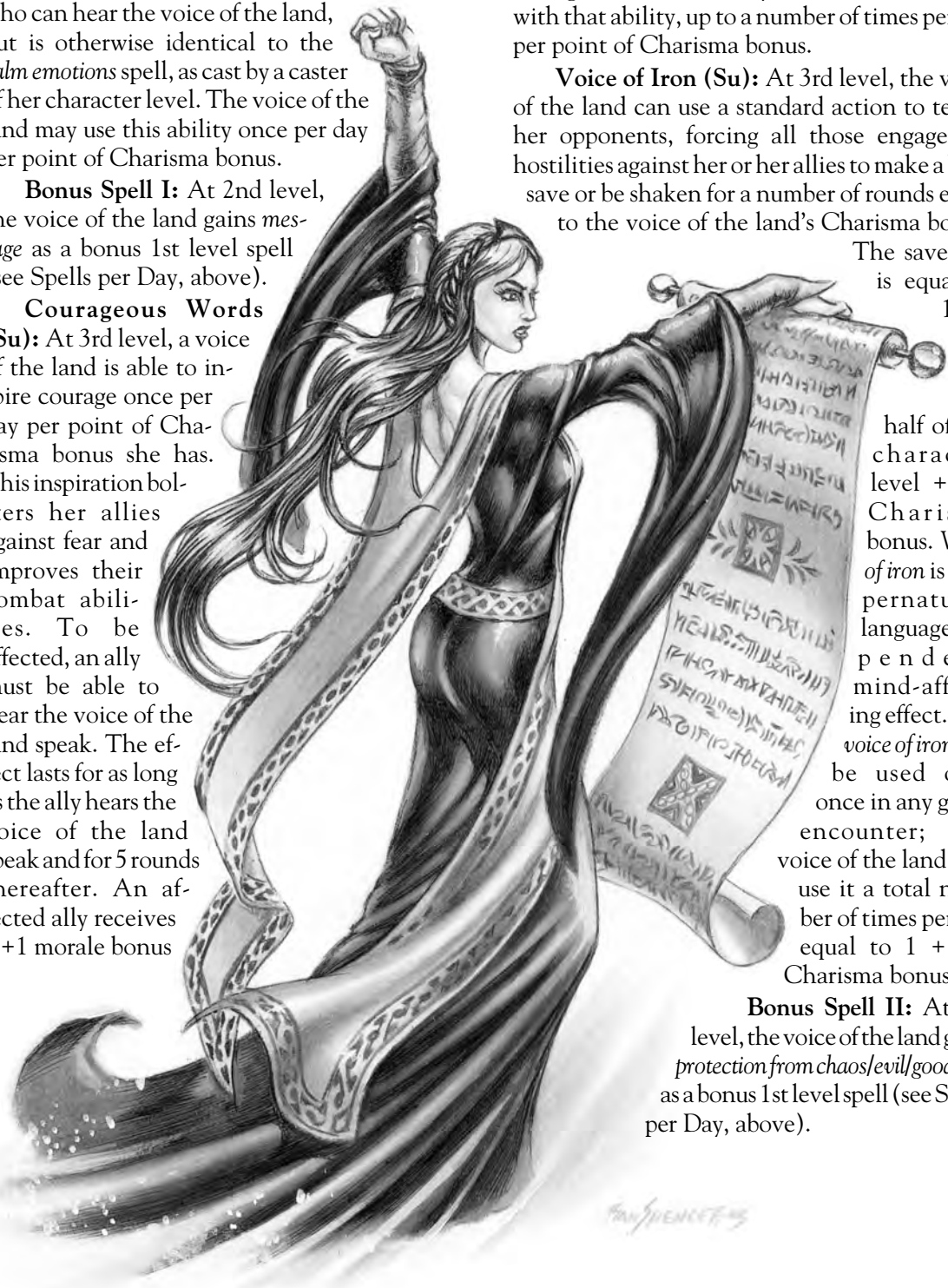
If the voice of the land already has *inspire courage* as a class ability, these bonuses stack with that ability, up to a number of times per day per point of Charisma bonus.

Voice of Iron (Su): At 3rd level, the voice of the land can use a standard action to terrify her opponents, forcing all those engaged in hostilities against her or her allies to make a Will save or be shaken for a number of rounds equal to the voice of the land's Charisma bonus.

The save DC is equal to 10 +

half of her character level + her Charisma bonus. *Voice of iron* is a supernatural, language-dependent mind-affecting effect. The *voice of iron* can be used only once in any given encounter; the voice of the land may use it a total number of times per day equal to 1 + her Charisma bonus.

Bonus Spell II: At 4th level, the voice of the land gains *protection from chaos/evil/good/law* as a bonus 1st level spell (see Spells per Day, above).



Voice of Gold (Su): At 5th level, the voice of the land requires only a full-round action to make a Diplomacy check to change another's attitude, instead of one minute as normal. Voice of gold is a supernatural, language-dependent mind-affecting effect.

This ability may not be used against opponents who are engaging the voice of the land in combat, but it may be used against creatures considered hostile (provided initiative has not yet been rolled).

Bonus Spell III: At 6th level, the voice of the land gains *aid* as a bonus 2nd level spell (see Spells per Day, above).

Voice of Steel (Sp): At 7th level, the voice of the land may speak a terrifying threat to her enemies, once per day. This curse affects up to one creature per voice of the land level, no two of which can be further than 30 feet apart, all of which must be able to hear her speak. The *voice of steel* allows a Will save to mitigate the effect. The save DC is equal to 10 + half of her character level + her Charisma bonus. Voice of iron is a language-dependent, mind-affecting spell-like ability.

Those enemies failing their saves against the *voice of steel* are stunned for one round, and subject to 1d3+1 points of temporary Strength

and Constitution damage. Enemies who make their save suffer no ability score damage and are not stunned, but are considered shaken for a number of rounds equal to the voice of the land's Charisma modifier.

Bonus Spell IV: At 8th level, the voice of the land gains *status* as a bonus 2nd level spell (see Spells per Day, above).

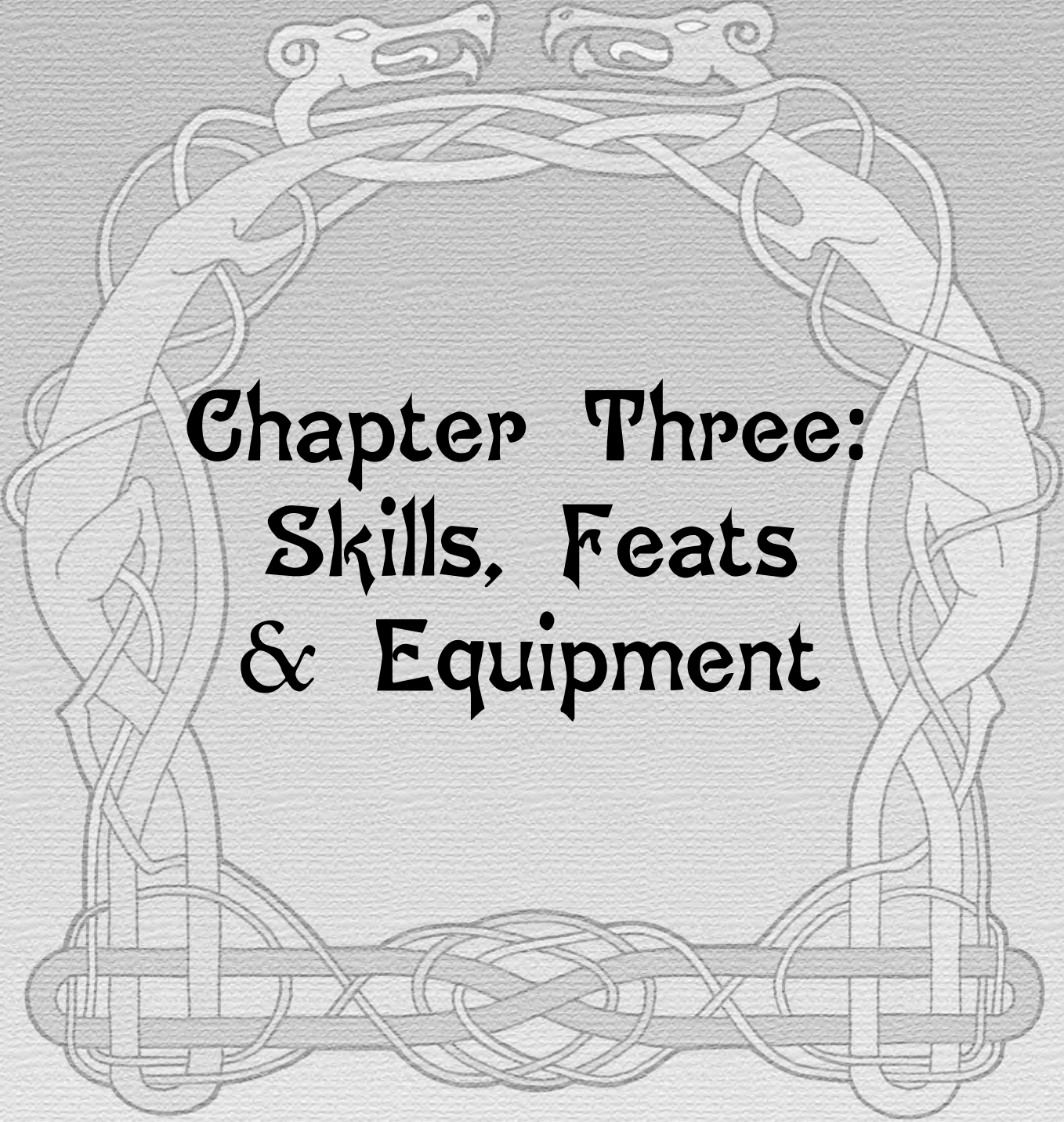
Dearly Beloved: At 9th level, the fame of the voice of the land has grown so great that all NPCs considered friendly to her liege (see the Diplomacy skill description in the *Player's Handbook* for details) are considered to be helpful towards the voice of the land.

In addition, her reputation is now powerful enough to quell the bloodlust of hardened fighting men. The voice of the land may now use her voice of gold ability in combat, once per combat, provided she has not herself attacked an opponent. This use is a supernatural, language-dependant mind-affecting ability.

The Voice of the Land (Su): At 10th level, the voice of the land can speak so as to make her voice heard by everyone with whom she has line of sight. In addition, her voice of steel ability may now affect up to one creature per voice of the land level, no two of which can be further than 60 feet apart.

TABLE 2-11: THE VOICE OF THE LAND (VOC)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	The name of the lord, <i>voice of silver</i>	—
2nd	+1	+0	+0	+3	—	Bonus spell I
3rd	+2	+1	+1	+3	Courageous words, <i>voice of iron</i>	—
4th	+3	+1	+1	+4	—	Bonus spell II
5th	+3	+1	+1	+4	Voice of gold	—
6th	+4	+2	+2	+5	—	Bonus spell III
7th	+5	+2	+2	+5	<i>Voice of steel</i>	—
8th	+6	+2	+2	+6	—	Bonus spell IV
9th	+6	+3	+3	+6	Dearly beloved	—
10th	+7	+3	+3	+7	Voice of the land	—



Chapter Three: Skills, Feats & Equipment

SKILLS

This section includes variant or optional uses for skills, and also discusses the role of some skills in Arthurian campaigns, offering some advice on flavor, utilization, or importance.

CRAFT

While few knights were known for their skills in the kitchen or with a sewing needle, this is hardly an absolute rule, and there are many talents that a well-rounded and chivalrous individual may possess.

Field Cooking: This craft represents the ability to produce good, as opposed to merely edible, meals while on a quest. While Survival keeps you alive, this skill allows you to actually enjoy the food you prepare — and, perhaps more importantly, please your companions. A DC 10 Craft (field cooking) check while on a prolonged (greater than three days) wilderness trek grants you a +2 synergy bonus on any Diplomacy checks made against any traveling companions that are not actively hostile to you.

Tapestry Weaving: Tapestries serve both aesthetic and practical functions. In cold and drafty castles, the massive wall hangings can make a room much more livable. They also serve to record great deeds and events. Having a tapestry made which recounts a character's greatest deed is worth +1 Honor, if it is well made; to make such a fine work, six months of time and a DC 20 Craft (tapestry weaving) check are required.

CRAFT (ALCHEMY)

Alchemy is much more of an art than a science in Excalibur, and it should, at the GM's option, be restricted only to classes that have it as a class skill; it may not be purchased as a cross-class skill.

Variant Use: *Improved Brew Potion.* In the world of Excalibur, potions and draughts contain some of the most potent magics, and need not be limited to third level. For each 5 ranks in Craft (alchemy) you possess, the maximum spell level of potions you can create with the Brew Potion feat increases by one; thus, a wizard with 12 ranks of Alchemy and



the Brew Potion feat may create potions that contain up to fifth level spells.

Variant Use: *Targeted Brewing.* If you have access to some body part of an individual, most usually blood, hair clippings, sweat, or tears, you may attempt to create a poison or potion that is especially potent against that individual. In the case of a poison, you may attempt to make an exceptionally lethal brew, gaining a +1 on the DC of the saving throw in return for a +3 on the DC of the Craft (alchemy) check needed to make the poison. In the case of a potion, you may choose to either increase the DC of the saving throw or the effective caster level of the spell; either way, for each +1, the XP cost and gold piece cost of brewing are determined as if your caster level were two levels higher. You can only improve a potion or poison by +1 for every 3 ranks of alchemy you possess.

DIPLOMACY

Diplomacy is very important in Arthurian fantasy; a knight must be well spoken as well as courageous, and honor often requires securing the blessing of a king or lord or before crossing his land or romancing his heir.

Variant Use: *Honorable Negotiation.* It is often the case that a foeman must be slain in order to undo a slight to honor, i.e., if Vornath has dishonored Alayne, the best recourse to expunge the taint is for Alayne to slay him (see Honor). The intervention of a third party can eliminate the need for a bloody duel with careful use of Diplomacy. If you have more Honor than either of the disputants, you may attempt a reconciliation (Diplomacy check DC 20 + the amount of Honor lost); if you succeed, you remove the stain against the dishonored character, who regains his Honor without the need to kill the offender. Using this skill in this way can gain you +1 Honor, as well.

Variant Use: *Romance.* You may use Diplomacy to woo the object of your affections. Traditional stories of great love often begin with one character loathing his future paramour for some reason, very often the recent slaying of a close relative, and, even if he feels some attraction, custom dictates he remain distant and even disdainful. You can use diplomacy, over time, to change such an attitude. See Courtly Love for more details.

DISGUISE

Disguise is very important in Arthurian tales, and thus, in Excalibur. While in disguise you

maintain a second Honor pool, beginning at 0 Honor, so long as no one penetrates your disguise. If anyone identifies you, or if you choose to reveal yourself at an appropriate moment, you add any Honor gained while in disguise to your primary Honor score; if this amount is negative, it is *doubled* and then subtracted. (Bad enough to commit dishonorable deeds, but to do them while bearing a false name is twice as bad!)

Feats that grant bonuses based on your reputation, such as Registered Device, Clerical Authority, Famous Destiny, and so on, do not grant any such boons while you remain disguised. If there is any dispute, it is up to the GM to decide if a specific feat requires that you be identified before it takes effect.

Variant: *Armored Disguise.* It is a common trope of the genre that a knight is not recognizable to anyone, not even his closest kin, provided he wears a different suit of armor than he normally does — and a face-concealing helmet. So long as you are so armored, onlookers must make a DC 30 Spot check to penetrate the disguise, even if you speak in your own voice. Once you remove the armor, you automatically void the disguise.

FORGERY

The forging of signet rings, important messages conveying love, instructions to meet at thus-and-such a place at a certain time, and so on, are all part of the tales; however, such things are usually not done by the knights themselves. (This is not to say that non-knightly PCs cannot possess and use such skills, or that there might not be a few knights who can ably fake a signature!) There is, however, one type of forgery oft engaged in by knights.

Variant Use: *Forge Device.* You can attempt to use forgery to quickly imitate the shield blazon of another knight, causing the your actions to reflect on the knight you imitate, for good or for ill. You must make a DC 10 Forgery check to forge a simple blazon, or DC 15 if the device is registered. Failure results in the device being recognized as a forgery, and you lose 2 Honor, as well as any Honor gained while using it; if you gained negative Honor while using it, that loss is doubled.

HANDLE ANIMAL

The most common animal to be handled in a chivalric fantasy game is, of course, the horse, though a more fantastic campaign can and should see knights and their companions mounted on

everything from giant boars to griffons. The Fantastic Mount feat (below) allows you to use this skill with any beast. There are also some variant uses.

Variant Rule: *Cajoling Another's Mount.*

Trying to get a steed loyal to one individual to obey another can be difficult. For all uses of Handle Animal or Ride on another character's faithful beast, increase the base DC by 5.

INTIMIDATE

Variant Use: *Jousting Intimidation.* To a certain extent, a joust is a form of "chicken," and the participant with more confidence and a more vicious demeanor can often strike a telling blow. In any formal jousting situation, when the first blow is about to be struck, roll an opposed Intimidate check. The winner of the check gains a +2 to their attack roll, only during this first sally.

Variant Rule: *Beware the Black Knight!* A large part of combat, especially formal combat, is knowing your opponent's strengths and weaknesses. A knight who is utterly unknown, a "black knight" bearing no blazon and with face hidden, represents a dangerous mystery. If such a one, in a formal combat situation, succeeds with an opposed check of Intimidate against his opponent's Sense Motive, he gains a +1 circumstance bonus to AC for the first 1d4 rounds, as his enemy holds back while trying to size up this stranger.

KNOWLEDGE

There are many new areas of Knowledge available to characters in an Arthurian setting. These are:

Bestiary: The world is filled with all manner of strange creatures, each with odd and unusual habits and powers. Many scholars have labored mightily to write down all that is known about these creatures. Unfortunately, few scholars adventure into the deep forests themselves, so, they tend to make a lot of it up. With Knowledge (bestiary), however, you have a good amount of genuine information available to you, and you have sorted out the few facts from the mountains of lies and half-truths. This skill can be used as follows:

DC	Task
5	Identify the general type of creature (humanoid, dragon, giant)
10	Identify the specific creature (goblin, greater wyrm, ogre mage)
15	Know at least one specific power or weakness of the creature.

Courtly Manners: The world of the nobility is a complex one, filled with rite and ritual as deep as that of any religion. With Knowledge

(courtly manners) you are skilled in understanding such things. You know how to dance, and which dances are fashionable in which courts; you play chess well enough to not embarrass yourself; you know to toss your chicken bones over your right shoulder at a feast, rather than your left, and to wipe your hands on the tablecloth like a gentleman, not on your surcoat like a knave. With five or more ranks in Knowledge (courtly manners) you gain a +2 synergy bonus to Diplomacy checks.

At the GMs option, you may use your Charisma modifier rather than Intelligence with this skill.

Heraldry: You are familiar with the basic rules of heraldry (such as the laws governing which colors may be placed on top of others), blazoning (describing a device using the structured language of heraldry), and, perhaps most importantly, with knowing what device belongs to which knight. With most warriors wearing face-concealing helms, being able to identify someone riding towards you by her device can be vital for avoiding a tragic death — or being unprepared for base betrayal! A DC 15 Knowledge (heraldry) check reveals the Honor rating of anyone with a visible device — assuming, of course, that they are using their own shield!

In general, identifying someone by her device requires a DC 10 Knowledge (heraldry) check. This DC may increase to 15, 20, or more, if the knight comes from a distant land, is of a non-human race, or uses an exotic or foreign style of heraldry.

With Knowledge (heraldry) you can also design devices. This is a DC 20 Knowledge (heraldry) check, and requires access to the records kept by the kingdom's heralds, to insure the device is not too similar to any registered device. See the "Registered Device" feat, in the "New Feats" section.

Faerie: You are familiar with the shadow-realm of Faerie (however it may be defined in a particular campaign; Tir na n'Og in an Excalibur campaign, for example) and know something of its ways, customs, and lore. You can apply other knowledge skills, such as nobility and heraldry, to faerie courts and kingdoms, and identify many fae creatures on sight, being able to sort out the harmful from the helpful at a quick glance.

To apply a normal Knowledge skill to the faerie realm, use the DC of the normal skill, but use the *lower* skill modifier of that skill or Knowledge (faerie).

Nobility and Royalty: There are usually many small kingdoms in the lands of Excalibur, and these have, in turn, their own subdivisions, so that it's easy to be overwhelmed by the complexities of borders, loyalties, and hierarchies. With Knowledge (nobility and royalty) you have mastered some of this data, and can recall it as needed.

DC	Task
5	Identify the borders of major kingdoms
10	Identify the borders of minor kingdoms
10	Know the names of kings and queens.
15	Know the names of second tier-nobles
20	Know the names of minor noble.

RIDE

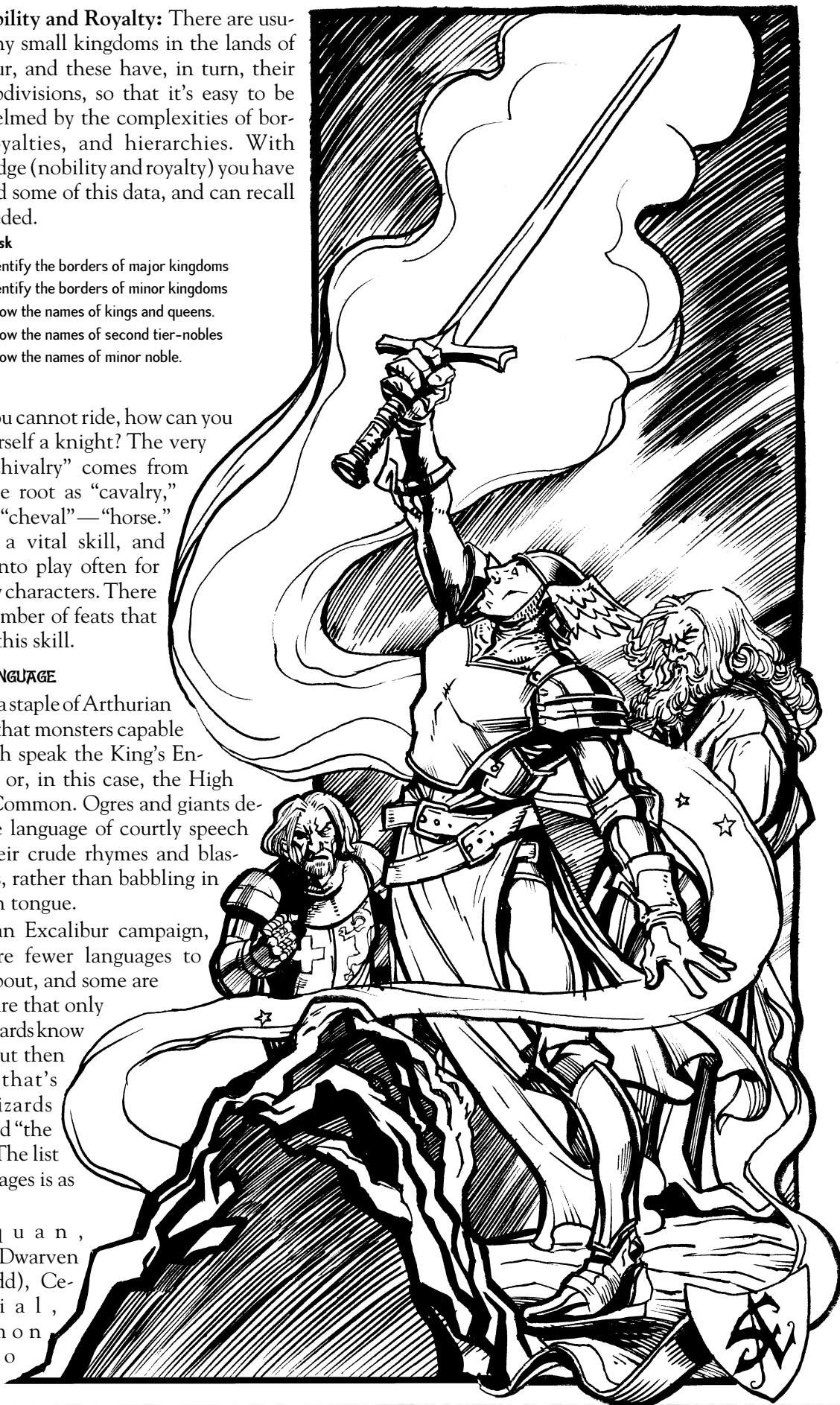
If you cannot ride, how can you call yourself a knight? The very word “chivalry” comes from the same root as “cavalry,” which is “cheval” — “horse.” Ride is a vital skill, and comes into play often for knightly characters. There are a number of feats that rely on this skill.

SPEAK LANGUAGE

It is a staple of Arthurian fantasy that monsters capable of speech speak the King's English — or, in this case, the High King's Common. Ogres and giants debase the language of courtly speech with their crude rhymes and blasphemies, rather than babbling in a foreign tongue.

In an Excalibur campaign, there are fewer languages to worry about, and some are so obscure that only a few wizards know them (but then again, that's why wizards are called “the wise”). The list of languages is as follows:

A q u a n ,
Auran, Dwarven
(Meinedd), Ce-
lestial,
Common
(a l s o



called Keltic), Draconic, Druidic (druids only), Goblin, Ignan, Infernal, Orcish, Terran, Sylvan

SURVIVAL

Knights and others spend much time in the woods, and thus, are usually skilled in at least the basics of Survival. At the GM's option, this skill can be a class skill for fighters.

NEW FEATS

This section introduces many new feats, which are designed to help make characters feel "Arthurian." Many require considerable judgment and discretion on the part of the GM; players should be sure to get his approval prior to selecting any such feats.

These rules also introduce two new classes of feats.

HONOR FEATS

Honor feats are marked with the [Honor] descriptor. These feats all have a prerequisite of a certain number of Honor points (see Chapter Six); should your Honor ever fall below that level, you do not *lose* the feat, but no longer receives its benefits. Should your Honor manage to rise above the minimum again, the benefits resume. Feats that affect the gaining or losing of Honor, but that do not have an Honor level as a prerequisite, are also classed as [Honor] feats, so they may be easily ignored if the Honor rules are not used.

PARAGON FEATS

Paragon feats are marked with the [Paragon] descriptor. They represent an extraordinary degree of competence in a single area, and have an unusual prerequisite. To qualify for a paragon feat, you must have the required attribute at three more than the racial maximum; that is, for a human, the total must be 21. This must be the case without any form of magical aid, the effect of special abilities, and so on. Thus, the only way to qualify for the paragon feat is to naturally generate a very high ability (at least 16 for humans) at first level, and then choose to raise it regularly thereafter.

ANCESTRAL WEAPON

You own an heirloom weapon.

Prerequisite: Proficiency with weapon

Benefit: You have inherited a weapon, most often a sword, but possibly something else (depending on your culture and heritage), which is extremely well made, though not masterwork,

weapon, and which seems almost destined for your hand. Since you inherited this weapon, you do not need to pay for it with starting gold. You receive a +1 circumstance bonus on attacks and to damage when wielding this weapon. Other weapons, even those of the same type, do not allow you to take advantage of this bonus; this applies only to one, specific, weapon. Should the weapon ever be lost or destroyed, you will be despondent, suffering a -1 morale penalty to all rolls for 1d4 weeks.

Special: This feat may only be taken at first level. In addition, at the GM's discretion, the weapon may be later enchanted as if it were masterwork.

AVOID TREACHEROUS BLOW [HONOR]

You are too noble a man to fall to sly treachery!

Prerequisite: Dex 13, Dodge, Honor 20

Benefit: When in battle, if you are ever subject to a sneak attack, you may reduce the sneak attack bonus dice by 1d6 for each *full* five points of Honor you possess over 15. Thus, at 20 Honor, the attack is reduced by 1d6; at 25 Honor, 2d6, and so forth.) You gain this bonus even if you are flat-footed, magically *held*, or otherwise unable to normally avoid a blow; your very nobility acts to protect you.

CLERICAL AUTHORITY

You have secular as well as spiritual power.

Prerequisite: Ability to cast divine spells, non-chaotic alignment.

Benefit: Any religion can be a powerful force in the world, though some are more suited to it than others. A priest of a faith with a strong secular presence carries with him not just the power of a somewhat abstract deity, but also the very real power of his religious order, and the two combine to create a potent force. This feat allows you to add a bonus equal to half your caster level to either Diplomacy or Intimidate (chosen when this feat is taken) when dealing with anyone over whom your religious order has authority. This includes people who do not necessarily follow your faith, but who live close to people who do and who are presumably willing to fight for it. It does not include anyone already actively at war with your faith.

CONDITIONAL DISPEL [METAMAGIC]

A spell you cast on another is permanent until a certain condition is met.

Prerequisites: Int or Wis 17, at least 3 other metamagic feats

Benefit: When you prepare a spell that affects a single target with this feat, the spell becomes permanent until some specified condition is met. For example, an evil sorcerer who has been rebuked by an attractive maiden may use *baleful polymorph* to transform her into an ogre, condemning her to this form “until she wins the love of the most handsome knight in the land.” The spell may not be dispelled via *dispel magic*, but only by meeting the conditions of the feat. You may also prepare benign spells with this feat, for example, a cleric may be granted *resist elements (fire)* until “such time as he knowingly speaks a lie.”

The GM must use careful discretion with the feat. It is intended primarily for use by NPCs as a means of setting up interesting quests and stories, as well as granting opponents strange powers which can be taken away only by cunning and insight. If allowed to PC spellcasters, the GM must judge the conditions assigned carefully. Allowing a sorcerer to make *fly* permanent for himself, “until 1 and 1 makes 3” is not permitted, unless the GM has a cunning plan as to how to make the condition come true. (i.e., the High Prelate, in his dotage, interprets a passage in the sacred texts to indicate that it is indeed true that 1 and 1 makes 3, or someone points out, ideally while the caster is in the air, that one man and one woman can conceive a child, thus making three people, or the like.) Above all, “wish-lawyering” must be avoided; the condition must be stated as a single clause of no more than 15 words. Alternate interpretations or complex schemes to meet the conditions are valid, if they are clever; devising or finding a solution to an “impossible” condition (see *Ladyhawke*) is extremely in-genre.

A spell prepared with this feat takes up a spell slot three levels higher than its actual level, and also gains an XP cost equal to 1000 times the non-modified level of the spell.

Special: A spellcaster may have a total number of such spells active equal to her casting attribute bonus.

CRAFT BONDED ITEM [ITEM CREATION]

You can make items linked to a specific user.

Prerequisite: Any other item creation feat.

Benefit: The sword that can only be drawn by the rightful king of the land. A cup that spills whatever is in it, unless a pure man holds it. Armor that does not fit anyone, save the woman destined to slay the black dragon Kiroaav. These

items, and those like them, are made via the use of this feat.

Crafting a magic item with this feat, allows you to impose a condition on its use, determining who can hold or wield it. The condition may be direct (“Braidlong the Dwarf, and he alone, may use this axe.”) or it may be subtle and even allegorical (“The lion of the mountains will bear this blade, after he has walked the sea!”) The GM must approve any conditions.

Adding a bonding condition to an item increases all costs — XP, gold pieces, and time — by 10%.

Anyone attempting to use a bonded item who does not meet the criteria is unable to do so. Wondrous items, rings, wands, and so on, simply do not function. Weapons impose a –4 circumstance penalty on attacks; armor is treated as having an armor bonus of 0 and no other abilities, though Dex penalties, etc., all still apply in full.

A DC 20 Bardic Knowledge check reveals the bond on an item.

DENY THE LETHAL STRIKE

You can avoid potentially deadly blows.

Prerequisite: Dex 13, Dodge, base attack bonus +4

Benefit: Whenever any attacker scores a critical threat against you, you gain a +4 dodge bonus to armor class against the critical roll (and only against the critical roll).

DEMONIC TUTOR

An evil being teaches you magic.

Prerequisite: Ability to cast arcane spells without preparation, or divine spells; non-good alignment.

Benefit: A dark being of shadow has taken a liking to you. You may be a by-blow of a previous earthly visit, or it may have been drawn to you, or it may have some unguessable motive, but, either way, this creature comes to you, usually in dreams or visions, and aids you in your pursuit of magic. For bards and sorcerers, this tutelage allows them bonus spells per day as if their Charisma was 2 points higher (i.e., a sorcerer with a 16 Charisma has the spell slots of a sorcerer with an 18 Charisma); for clerics and druids, it is Wisdom that receives this bonus.

Special: Consorting with dark powers is a good way to get burned at the stake, if this relationship is ever discovered. The GM should bear this in mind, and, also, make sure the

demonic ally is a real NPC and not merely a “special effect” of the feat.

DISDAIN THE DISHONORABLE COMMAND [HONOR]

Your virtue allows you to resist foul magics.

Prerequisites: Iron Will, Honor 20

Benefit: There are many foul spells that can warp the mind of a man, compelling him to perform vile and treasonous acts. Sometimes, even the strongest of knights can be so bewitched, however, this feat allows some to avoid the worst of them. Should you ever be ordered, via magical control (any mind-affecting spell) to commit an act that would result in a loss of Honor, this feat gives you an immediate additional Will save versus the spell, with a +4 bonus. Should the save succeed, need not perform the act, though you remain under the spell. If the spell allows only a single command to be given, the spellcaster is allowed to issue a second order.

EMPOWERED STRIKE

You are especially blessed in combat against a single type of foe.

Prerequisite: Base attack bonus +1

Benefit: You were almost literally born to kill a particular type of supernatural opponent; either the gods chose you at birth, or a horrible trauma in your life involving that creature type has filled you with unearthly fury. Either way, when attacking all creatures of that type with any weapon, you ignore 5 points of damage reduction, even if the weapon you wield is not of the type needed to overcome the creature’s DR.

EMBED SPELL

You can temporarily cast a spell into an object.

Prerequisite: Ability to cast arcane spells, at least one item creation feat.

Benefit: You are capable of casting a spell into an object, so that it is activated when the object is used, creating, in effect, a temporary magic item. You must have prepared (or know, if a sorcerer) the spell to be embedded, and have the object in your hands when you use this feat (if you are embedding a spell in an item of food or drink, holding the plate or goblet will suffice). The spell resides in the object until it is used, or until 1 hour per point of casting attribute bonus has passed, whichever comes first. You can use this feat to slip a quick *bull’s strength* to a favored combatant just before a joust in the form of an enchanted glass of wine or to cause a normal favor to cast *alter self* on the

person holding it. You may make only one such temporary item at a time; until it is used or until the enchantment has worn off, you cannot make another. If the enchantment wears off without being used, you do not regain the spell; it is as if it was cast for no purpose.

EXPLOIT OPENING

You are skilled at turning a good blow into a great one.

Prerequisite: Weapon Focus, base attack bonus +4.

Benefit: When using a weapon to which you have applied the Weapon Focus feat, whenever you threaten a critical, the check to determine if the blow is truly a critical gains a +4 competence bonus, making it more likely that your threatened criticals turn out to be real ones.

EXTRAVAGANT FAVOR

A powerful individual has promised you a great boon.

Benefit: At some point, you did a service for a great king, or just happened to attract his notice when he was in a good mood, or when he was seriously drunk. Or, perhaps, it was a cunning wizard or mighty knight. No matter who the individual is (you must work the details out with the GM), he or she swore to “grant you any boon it is within my power to give,” or words to that effect, and you may call this in at any time. The GM must adjudicate the use of this feat, but the boon should be permitted to be fairly grand. Note that asking for more than seems “fair” could be a dishonorable act; contrariwise, having someone over the barrel and letting them go with a minor favor is a very honorable thing to do. *Failing* to provide the boon, if it is doable and does not demand suicide, gross dishonor, or the like, is dishonorable; being willing to grant a boon that is expensive, embarrassing, or personally risky may likewise cause a gain in Honor. The exact numbers are highly subjective.

For example: Sir Silverbranch, an elven knight, once rescued the King of the Dwarves from an unpleasant situation involving an ogre chieftain, the chieftain’s daughter, and a bit too much strong ale. The Dwarf King, in a moment of joy, decreed, “Whatever this elf asks of me, I shall grant!” Silverbranch has wisely waited to use this gift. Now, he is quested to slay a dragon, and realizes he needs help. If he asks the King to send “five of your best knights to my aid,” this is a reasonable boon. If he asks the King to “give me sole command of all your armies,” this is unrea-



sonable, but the King is likely to grant it anyway (thus, the King would gain Honor and Silverbranch would lose it). If he asks the King for “shelter for one night, while I plan,” this is trivial, and Silverbranch would gain Honor for asking so little.

FAMOUS DESTINY

Everyone, it seems, knows what you are fated to do.

Prerequisite: Lesser Destiny or Greater Destiny

Benefit: Not only has fate conspired to make you the author of some deed, but everyone knows it, too — possibly long before you do! This can have a variety of benefits, based on whether the deed you are fated to perform is malevolent or benign. (Of course, different people may view the same deed in different ways.) If the deed is viewed as benign, you gain +3 to Diplomacy checks; if malevolent, you gain +3 to Intimidate checks. The general widespread knowledge of your fate may have other effects, at the GMs dis-

cretion; if you are fated to kill a beloved king, for example, you are likely to be attacked while in his lands.

FANTASTIC MOUNT

You ride a truly unusual beast.

Prerequisite: Animal Empathy 5 Ranks, Ride 5 ranks, base attack bonus +5.

Benefit: While the classic image of the knight is that of a man or woman mounted astride a great warhorse, you defy this stereotype, riding into battle on a dire boar, a giant spider, a hippogriff, or any other strange beast. This feat allows you to use any animal-related skills, such as Ride, without penalty for your unusual mount. The acquisition of the mount is best handled through roleplay, and the GM has the right to veto any choice of animal. Should the mount die, it is not magically replaced in any way, but, should another mount of the same species be acquired, this feat allows you to ride and handle it just as your original mount.



FERVENT DEVOTION

You are extremely devoted to your religion.

Prerequisite: Wis 13, Knowledge (religion) 1 rank.

Benefit: Even if not a cleric, you are still deeply devoted to your religion, and this devotion informs your every action. You know the litany of your faith forwards and backwards, and are well versed in the lives of even minor figures in the canon. In addition to the immaterial benefits accrued from following such a spiritual path, you also gain a +4 competence bonus to any Knowledge (religion) checks regarding your own faith, and a +1 to saving throws made against divine spells cast by a follower of any other faith.

FEY BLOOD

Your ancestors were of faerie blood.

Benefit: At least one of your distant ancestors was of faerie-kind, and there are traces of it in you. This grants you a +2 racial bonus to all saves against illusion or enchantment magic, as well as gifting you, or cursing you, with at least one “odd” feature. The following are examples; you may choose another of a similar type, with the GM’s permission.

Your eyes are of two colors, and one of them is of a color rarely or never seen among humans — amber, lavender, or crimson, for example.

Your hair changes color with the seasons — it is blonde in spring and summer, red in fall, and grey in winter.

You can imitate a single birdcall perfectly, and sometimes do so unconsciously.

Your fingers each have one extra joint.

You can extinguish very small fires — a small candle flame, no more — at a word, from a distance of up to 10 feet.

In some campaigns, this feat may be required for anyone taking levels as a sorcerer.

Special: This feat may only be taken at 1st level.

FOCUSED FURY

You can enter a berserker rage under certain specified conditions.

Prerequisite: Non-lawful alignment, Con 15

Benefit: There is one goal, purpose, place, or person you care for above all else, to the point that you can fly into a nearly unholy fury when it is threatened. This feat allows you to rage, as the first level barbarian class ability, when the object of your passion is in jeopardy. (If the focus

of your rage is a goal, then, you may rage when stymied from reaching that goal.) You cannot enter this rage more than once a day, and the time that you are fatigued afterwards is twice that of a barbarian.

The GM must approve the focus of your rage, and is entitled to rule on whether or not the threat to it is great enough to permit you to enter a raging state.

FOETURNER [HONOR]

You are so honorable that defeated foemen swear loyalty to you.

Prerequisite: Honor 50, base attack bonus +10

Benefit: When an opponent has been reduced to 10% of his hit points in single combat with you, and fails a Will save at a DC of 1/3 your total Honor, he immediately attempts to swear loyal service to you for a time, if you spare him. You must decide on your next action to accept or reject the offer. If you accept, the former foe serves you as a loyal cohort — but not a magically controlled slave — for a period of 1d4 weeks, before leaving peacefully (though he might stay if he has been well treated). If your honor drops by more than 5 points during this time of service, he is disgusted with you and with himself for serving you, and challenges you to a duel immediately.

It’s possible for someone to succeed at the Will save and feign servitude, only to basely betray you later. For this reason, the GM must make the roll in secret. Such a betrayal carries with it a –5 penalty to Honor.

FURY AT DISHONOR [HONOR]

When attacked dishonorably, you fight back with vigor.

Prerequisite: Honor 35, base attack bonus +4

Benefit: Having devoted yourself to the cause of honor, you are filled with justifiable anger when you find yourself beset by foes acting in a grossly dishonorable way; so angry, in fact, that you actually become a better fighter. Whenever someone attacks you who would lose Honor for the method of his attack (he attacks without warning, you are attacked by many foes at once, the attacker is your sworn liegeman, etc), you may, for the duration of combat, act as if you had any one of the following feats.

Cleave

Dodge

Improved Disarm

Improved Initiative

Power Attack

Weapon Focus (always applies to current weapon)

You cannot gain the chosen feat benefit in normal combat situations, only when you are being attacked dishonorably. The feat to be used in each encounter must be chosen when the dishonor is first revealed, i.e., when someone has begun his base assault upon you.

GIFT OF PROPHECY

You are granted glimpses of the future.

Prerequisite: Ability to cast 1st-level spells.

Benefit: It is difficult to say whether it those with the second sight who are drawn to magic, or if the study of magic opens the mind to the forces of destiny. Either way, the only folk who can see the future are those with at least some magical talent.

If you have this feat, you can sometimes see briefly into the future. The events of the future cannot be altered, but foreknowledge of them can help you prepare. In game terms, this power may be used once a day. After any roll (to-hit, saving throw, damage, etc), if you choose to use this feat, you may declare you had foreseen this event and had taken action in regards to it. You may change spells prepared (but not cast), items carried, or even your position in battle by a small amount, to reflect, retroactively, your foreknowledge.

Example: Alcius the Sorcerer has the Gift of Prophecy. He is accompanying a small band of knights into the Eseldur Forest, where they are beset by giants that proceed to hammer Sir Lawrence into the ground. Alcius declares he foresaw the critical blow which compressed Lawrence's spine, and had brought with him one of his healing draughts, something he normally does not carry. The GM allows this.

It must be noted this ability does not allow you to set up elaborate traps or take extreme measures; all actions retroactively taken due to this ability must be those which could have occurred during an earlier portion of the game without disrupting the flow of events. For example, in the above example, Alcius could not have said that he had dug a huge pit under the spot where the giant was standing; he had no time to dig such a pit, since his party had just come upon the clearing.

If anyone with this power encounters someone with either the Greater or Lesser Destiny feats, he will know the person has a destiny, but might not know precisely what it is.

Special: The GM can and should use this feat to convey important visions and dreams to the spellcaster.

GREATER DESTINY

You are fated to achieve a magnificent goal.

Prerequisite: Either base attack bonus +10 or the ability to cast 5th-level divine or arcane spells.

Benefit: The fates have singled you out for some greater purpose. You may be fated to unite a kingdom, slay an emperor, find a potent religious artifact, or be the cause of civil war, but, no matter what, your name will be remembered through all time for this deed. As a consequence, whenever you are moving towards your destiny, you gain a +1 insight bonus to all checks and rolls other than saving throws, and a +2 insight bonus to all saving throws. See the Lesser Destiny feat, and the notes on prophecy in the campaigning chapter, for more on this topic.

HEAD SHOT

You are skilled at striking lethal blows to the head.

Prerequisite: Improved Critical, base attack bonus +8

Benefit: When you score a critical hit against a humanoid opponent of one size category greater than your own, or smaller, you may choose to declare that the blow struck the opponent's head. This increases damage done by 1d6, after all other modifiers (including those for the critical) have been applied.

IGNOBLE UPBRINGING

Your questionable childhood has given you some useful skills.

Benefit: You were raised in lowly circumstances. This might be because you are the legitimate child of peasants, or the illegitimate child of a knight who decided to let someone else raise you or the child of a noble raised in exile. No matter your actual heritage, you spent your formative years with the lowborn. This has the unfortunate effect of causing your Honor to begin at 0, but has the benefit of teaching you about aspects of life the loftier may never see. Gather Information and Intimidate are always class skills for you; if you take levels of any class where they are already class skills, you gain a +2 competence bonus to them instead.

IMPOSE QUEST [HONOR]

You can impel a defeated foe to do your bidding.

Prerequisite: Honor 65

Benefit: Your honor is so great that you can effectively demand almost any service from a foe

you have bested honorably, and they will perform it, though they may chafe at your demands. Should you defeat someone with Honor greater than 10 in a way which costs you no Honor, you may demand that he perform some deed for you. Should he refuse out of hand, he loses 5 Honor. Should he succeed in your imposed quest, he gains 5 Honor, and is under no further obligation — indeed, if the deed you demanded was humiliating or insulting, he may well seek you out immediately upon completion and challenge you to another duel!

IMPROVED SHIELD PROFICIENCY

You are very skilled at using your shield.

Prerequisite: Shield Proficiency

Benefit: You know how best to interpose your shield between yourself and harm. When using a shield, its shield bonus is increased by 1. Furthermore, anyone attempting to strike your shield suffers a -2 circumstance modifier.

INCREDIBLE FORTUNE

Strange events occur which benefit you.

Prerequisite: Greater or Lesser Destiny

Benefit: The world seems to offer you opportunities and second chances. If you are unarmed, unarmored, and on foot, fleeing an honorless knight who is going to strike you down, you may come upon a clearing where a horse, arms, and armor await, along with the widow of the knight to whom they belonged, said knight having been slain by your own foe, so, she's all too happy to let you have them. If lost in the woods, you may stumble onto a castle where you can find food and shelter. If grievously injured, you may soon encounter a healer, and so on.

Once per session, you may invoke this feat, and the GM should offer some beneficial random event. Such an event can *never* directly kill or even injure a foe, though it may stymie or delay him. It also cannot involve directly magical or impossible things. Good luck does not cause a castle gate to come crashing down, but it might cause you to spy a crack in the stone which you can crawl through. Usually, this feat does no more than even the odds or aid in bypassing an obstacle; it does not make you more powerful, but it does help you face foes at full strength.

This feat requires a great deal of GM adjudication, and can sometimes lay waste to careful plots, so, players should ask for the GM's permission before selecting this feat.

Special: Should a more mechanistic version of this feat be desired, it can be used to instantly take 20 on one single check (but not attack roll or saving throw) during the course of a gaming session. This takes no extra time, but must be decreed *before* the roll is made.

INNER STRENGTH

Your faith grants you the strength to resist an enemy's magic.

Prerequisite: Wis 13

Benefit: Your faith gives you an additional +1 bonus to all saving throws against arcane spells and spell-like abilities.

INVINCIBLE COURAGE [HONOR]

You are too honorable a man to flee, no matter what the cause!

Prerequisite: Honor 20

To be a coward is a dishonorable act, and you are more concerned about courage than nearly anything else. As a consequence, whenever you are required to make a Will save versus any fear effect, whether from a spell or an extraordinary ability or the use of the "Intimidate" skill, you gain a +4 Honor bonus to your Will save.

JOUSTER

You are skilled at fighting in the lists.

Benefit: While anyone can, in theory, ride a horse straight at his foe while holding a lance, the art of jousting is not so simple as fighting in a straight line. It is a formal sport, with many rules, regulations, tricks, and secrets, and it is possible to excel at it. With this feat you have extensive experience in formal jousts, and know how to use the rules to your advantage. You gain a +2 competence bonus to AC and attack rolls when in a formally run joust, one in which all the rules of the sport are enforced and where your *opponent* is also abiding by them.

LANDED

You are the rightful lord of a small demesne.

Benefit: You are the lord and master of a small area, no more than a square mile in size, if that. You own a small manor house or keep, and have several loyal servants, as well as serfs to work the land. You also have duties to a higher liege that often take you away from your lands.

The location of your lands, your legal and moral duties as lord to both those under you and over you, and the exact details of your house, servants, and serfs are left to the discretion of the GM.

LESSER DESTINY

There is a minor prophecy associated with your life.

Benefit: You are destined to do something, albeit something fairly trivial, and the fates conspire to make sure you do it. When directly in pursuit of your destiny, you gain a +1 insight bonus to all saving throws. (Note that the definition of “directly” is rather severe: fighting bandits that ambush you on the way to the tower of the wizard you’re destined to slay would not grant the bonus, but battling the wizard’s doorwarden would.)

The destiny is important in the greater scheme of things, but relatively simple to fulfill. Examples include finding a minor religious artifact, saving the life of a child who later grows up to be a great knight, returning the ghost of a minor king to his final rest, or founding a chapel in a heathen town. Once the quest is completed, you retain a small boon — a +1 inherent bonus to a saving throw of your choice.

Destiny is not a shield of invulnerability. The prophecy must be worded in such a way that, if your character dies, either in pursuit of the prophecy or while simply going about his business, it becomes apparent that some *other* individual was the one spoken of.

MOUNTSLAYER

You are skilled at killing or wounding an opponent’s mount.

Prerequisite: Base attack bonus +5.

Benefit: If you are on a horse, and your foe is on foot, you have an advantage; likewise, if you are beastless, and your opponent is mounted, it is best to deprive him of that edge as soon as possible. This feat grants you a +2 on attack rolls when striking at an animal ridden by a foe, and also increases the threat range of your weapon by 1 when so doing.

Special: Some cultures consider this dishonorable. In such societies, having this feat results in— a loss of 3 Honor.

PAIN IS FOR LESSER FOLK! [MONOR]

You resist physical agony with aplomb.

Prerequisite: Honor 20

You are capable of ignoring pain, lest you appear weak and craven. You gain a DR of 5/— against any *nonlethal* damage, shrugging such things aside. This feat does *not* reduce nonlethal damage that occurs due to the ’Tis Only A Flesh Wound feat, but it does apply to all other such damage.

PARAGON OF AGILITY [PARAGON]

You are incomparably dexterous.

Prerequisite: Dexterity 3 points greater than starting maximum

Benefit: It is said by some that you can walk between raindrops, or see arrows moving past you as if they crawled. Certainly, you are among the most dexterous of your kind to ever walk the mortal lands, and legends of your swiftness will follow for centuries after your death. In addition to all the normal benefits of such agility, once a day you also gain the ability to take 20 on any Dex-based skill without needing any extra time; the use of the skill takes as long as it normally would.

PARAGON OF CHARM [PARAGON]

You are among the most appealing and enthralling of beings.

Prerequisite: Charisma 3 points greater than starting maximum

Benefit: You are more than just a winning smile — much more. Your force of personality is nearly unparalleled: At your word armies march, high priests issue decrees, and powerful beings of Faerie and of stranger realms still, hasten to your bidding. In addition to all the normal benefits of such Charisma, this feat grants the following:

- You may retry any Bluff, Diplomacy, or Intimidate check at no penalty. This may be done only once per failed check (i.e., if you fail, you may try again; if you fail this second time, the normal rules for retries apply.)
- Once per day, you may focus your intense personality so strongly on an individual that you can effectively cast *suggestion* on him as a sorcerer of your character level. This is an exceptional, not spell-like, ability.

PARAGON OF HEALTH [PARAGON]

You are healthier than anyone has any right to be.

Prerequisite: Constitution 3 points greater than starting maximum

Benefit: There are few, if any, who can match your stamina or fortitude. Your endurance is a thing of legend, and people discuss how you can hold your breath for an hour or run for a week without tiring. While these may be slight exaggerations, you are nonetheless an amazing physical specimen. In addition to all the normal benefits of such fine health, your devotion to your own fitness has also enabled you to be able to shrug off any poison or disease that is not magical in origin, and to gain an additional +4

on saving throws against those that *are* magical in origin.

PARAGON OF INTELLECT [PARAGON]

You are frighteningly intelligent and logical.

Prerequisite: Intelligence 3 points greater than starting maximum

Benefit: Your mind is a terrible thing, and it is not wasted. Your intellect is vorpal-sharp, and you know how to use it well. Whether a terrifyingly clever wizard or a knight who is as competent in battles of wit as of the sword, your raw intelligence is evident to anyone who speaks to you for more than a few minutes. This has all the usual benefits, plus, with this feat, you also gain the following:

- You gain a +2 competence bonus to all Knowledge checks.
- You are capable of puzzling out situations in a way that seems almost magical, though it's really just a matter of pure thought. As a consequence, you may, once per day, gain a glimpse into the solution of any problem as if you had cast *divination*; however, this is an exceptional ability, not a spell-like one.

PARAGON OF INSIGHT

The depth and scope of your perception is legendary.

Prerequisite: Wisdom 3 points greater than starting maximum

Benefit: While Wisdom is a quieter attribute than some others, no one can spend much time in your presence without sensing your capacity for it. Complex puzzles of ethics and morality fall away with a few key words from you, and your dedication, focus, and discipline are likewise almost beyond the pale. In addition to all the usual benefits of such a profound depth of perception, you may also automatically see through any illusion, including invisibility.

PARAGON OF MIGHT [PARAGON]

You are capable of prodigious feats of strength

Prerequisite: Strength 3 points greater than starting maximum

Benefit: You are among the mightiest of men (or elves, or orcs) that has ever lived, and you have trained and focused your great strength so that you are capable of using it well. Given a full round to brace yourself, during which you may not move (in effect, you are flat-footed), you may, once per day, add 10 to your Strength for one round, allowing you to lift tremendous weights or deliver a crushing blow. This bonus stacks with all others.

POTENT LIEGE [HONOR]

You are sworn to serve someone very powerful.

Prerequisite: Base attack bonus +2.

Benefit: While most folk serve someone in the great pyramid scheme known as feudalism, you are fortunate enough to have sworn to serve someone wielding considerable temporal power, who is also renowned for his personal abilities, be they mystical or knightly. As such, even those who might trivially overpower you are loath to do so, lest they anger your liege. This grants you a +2 on Diplomacy and Intimidate checks, as well as increasing the Honor loss of anyone who acts dishonorably towards you by 1. It also causes you to lose one additional point of Honor any time you lose more than 2 as the consequence of a single act, as someone serving so powerful a lord is expected to act in a befitting manner.

Special: The GM must approve this feat, and must identify the lord you serve, his or her level and abilities, and so on. The GM should feel free to regularly demand services such as a mighty lord would ask of his loyal liegemen. It is also possible that the liege may appear to directly aid his servant.

PURE [HONOR]

You are exceptionally sinless.

Prerequisite: Any good alignment.

Benefit: However your culture defines evil and wrongdoing, you do little of it. While the exact specifics vary according to your native society and its religious tenets, you live your life as a paragon of those virtues. This allows you to add your Charisma bonus to your Honor rating once your Honor is greater than 10, and, furthermore, you gain +2 bonus on all saving throws against evil magics and dark sorceries, including spells with the [Evil] descriptor and the spell-like abilities of undead and evil outsiders.

RAPID MOUNT/DISMOUNT

You are skilled at getting on and off a horse quickly.

Prerequisite: Mounted Combat

Benefit: Once per round you may either mount or dismount your steed as a free action. You cannot use this feat with a mount more than one size category greater than you.

If you have the Fantastic Mount feat, you may use this feat with that mount.

Normal: A character without this feat must make a Ride check to mount or dismount as a free action.

**QUICK BREWING**

You can blend potions faster than most.

Prerequisite: Brew Potion

Benefit: It is often the case that magicians can quickly put together potent brews, rapidly turning raw ingredients into a powerful magical draught. This feat allows a character to make a potion in 1 hour per spell level, at the cost of twice the normal XP required. This feat cannot be used in conjunction with any ability or circumstance that would reduce the amount of XP needed to craft a magic item.

REGISTERED DEVICE

Your shield emblem is legally recognized as yours.

Benefit: Shield devices are not mere decoration. A device identifies a knight in battle, and becomes associated with his deeds, for good or ill. Families bear similarly styled devices, with each member adding his own personalization. When great houses marry, their devices

are often combined. In the time of Excalibur, heraldry is much simpler and cleaner than it would eventually become. Nonetheless, there are already rules and records. With this feat you have a device that is recognized as yours, and yours alone. It may be a variant of a family device, or it may be wholly original. This grants some degree of prestige — you gain +2 natural bonus on Diplomacy and Bluff checks. Furthermore, because you are so easily identifiable, your fame or infamy spreads more quickly; you gain +1 Honor to your total for every five points you earn, *but*, if you ever suffer a loss of Honor, you lose 1 additional point as well.

Normal: Characters without a device of their own must fight under the shield of their liege, or under their family colors.

RELIGIOUS UPBRINGING

You were raised in a monastery or convent.

Benefit: Your parents abandoned you at the steps of a religious order, or perhaps they

were members of that order, if it did not forbid its members from having children. Either way, you grew up in a sheltered and sacred place, which has given you an idiosyncratic view of the world. Knowledge (religion) is always a class skill for you, and you gain a +2 inherent bonus on all Knowledge (religion) checks as well. Furthermore, your strong faith gives you a +2 bonus on all Will saves. Unfortunately, you have little experience with the wiles of sinful men, and thus, you suffer a -2 penalty on all Sense Motive and Diplomacy checks.

Special: You may take this feat only at first level.

SEE THROUGH DECEPTION [HONOR]

You can penetrate lies, magical or mundane, more easily than others.

Prerequisite: Wis 13, Honor 35

Benefit: Your devotion to truth enables you to note, and avoid, all manner of deceptions and trickery. Your senses see the world as it is, and your mind filters out the honeyed words of deceivers and charlatans. This feat grants you a +4 bonus on all Will saves made against illusion magic, as well as a +2 competence bonus to Sense Motive.

SLEEP IN ARMOR

You're always ready for a fight.

Prerequisite: Con 13, Endurance

Benefit: Years of travel in the dangerous wilderness have taught you that danger may come upon you at any time; as a consequence, when in the wild, you rest fully armored. You've learned to do this without costing you any sleep. You may sleep in armor with no penalty.

SUBTLE SPELL [METAMAGIC]

Your magic is especially difficult to detect.

Benefit: When you cast spells from the enchantment or illusion schools of magic, you can weave them in such a way as to make them very hard to identify or notice. Any attempt to detect them via *detect magic* or other spells requires a Spellcraft roll of DC 10 + caster level + caster attribute bonus; if this check fails, the spell is not detected.

A subtle spell consumes a spell slot 1 level higher than the spell's actual level.

SUNDERING CHARGE

You are adept at destroying arms or armor in a mounted attack.

Prerequisite: Str 13, Power Attack, Improved Sunder, Spirited Charge

Benefit: When mounted and using the Spirited Charge feat, if you choose to strike at an opponent's weapon or shield, you gain a +4 competence bonus on attack rolls. (When combined with the increased damage which Spirited Charge grants, you are very likely to leave an opponent disarmed, or at least, unshielded.)

SWORDHURLER

You can throw weapons not meant to be thrown.

Prerequisite: Str 13, Dex 13

Benefit: You are skilled at throwing weapons not intended to be used in that fashion. You can hurl a longsword, a battle axe, a great club, or any other weapon with which you are proficient. The range increment of such unbalanced weapons is 5 feet per point of Strength bonus for large weapons, and 10 feet per point of Strength bonus for medium or smaller weapons. Giants and other massive creatures are likely to use this feat to toss greatswords they've captured from knights they've slain.

'TIS ONLY A FLESH WOUND

You are capable of shrugging off injuries that would fell lesser men.

Prerequisite: Con 15, Toughness, Great Fortitude

Benefit: Once per day, you may partially negate a single critical hit, reducing it to a normal hit. You must declare the use of this feat *after* the critical threat check has been made, but *before* damage is rolled. The critical damage is then determined as normal, then divided by the multiplier of the weapon. This fraction is applied as normal damage; the remainder is considered to be nonlethal. For example, if you are struck by a critical hit that does a total of 60 points of damage, and the critical multiplier was x3, you take 20 points as normal hit point damage and 40 as nonlethal, if this feat is invoked prior to damage being rolled.

This feat does not prevent limbs from being removed, such as might occur when attacked by a vorpal blade or a sword of sharpness. Verily, 'twould be a silly thing if it were so.

TRUE LOVE

You are enamored of someone; this gives you the strength to fight on where others would fail.

Benefit: Is there any power stronger than love? Certainly, but love is hardly weak. You are enraptured with someone and gain strength from that love, at least when acting to aid that love or fulfill your desire. While on a quest for your

beloved, you do not quail when confronted with obstacles. So long as you act to directly aid your love, or to satisfy a quest or challenge assigned by your love (see “Courtly Love” in the Campaigning section for more on this topic), you gain a +1 circumstance bonus on Will saves, attack rolls and AC.

WOODSMAN

You were born and raised in the wilderness.

Benefit: Your family lived in the wild, far from civilization, and you grew up as one with the birds and the beasts. Survival is always a class skill for you, as is Knowledge (nature). In addition, you gain a +2 inherent bonus to one of those skills (chosen at the time you take the feat). You can sometimes be uncomfortable in large cities or with the intricacies of courtly manners; this causes you to suffer a –1 natural modifier to Diplomacy and Sense Motive checks.

Special: You may take this feat only at 1st level.

EQUIPMENT

The Arthurian mythos is set solidly in medieval times, and filled with images of knights in plate armor on great chargers, wielding long lances and gleaming swords. This fits nicely with the standard fantasy setting in most ways. The following guidelines are meant to emphasize the technology and culture of the default Arthurian setting; they can be ignored if the campaign is intended to be more fantastic or cosmopolitan in practice.

Most items listed in the *Player's Handbook* are available, with a few exceptions. The waterclock has not yet been invented, nor has the spyglass. Hourglasses are extremely rare and valuable, and magnifying glasses more so — only a handful of these lenses exist, and they are literally worth a king's ransom. Thieves' tools are also more expensive, because it is difficult to create such delicate instruments. Fortunately, most locks are still large and crude, though solid — a solid blow from a sword or axe is as effective for opening them as any set of picks, and a competent thief can pick most locks with nothing more than a narrow-bladed knife. More complicated traps and locks are rare and expensive, and always made by hand for the specific client and circumstance. Very few people practice alchemy, and those who do are loath to mention it — thus the alchemist's lab is not available for purchase. Instead, any-

one interested in that practice must have their beakers and alembics and other instruments created for them. This process is expensive, since the devices must be custom-made, and only nobles or extremely wealthy merchants can afford such toys.

Despite these setbacks, Arthurian technology in other areas is fairly advanced. Swords and other weapons are forged from steel rather than iron, and tempered properly. Damascus techniques and Japanese methods for refolding steel are not still unknown, but the blades created by Arthurian smiths are straight, sharp, and well-balanced. Masterwork is not uncommon, though it is still expensive.

WEAPONS

Regarding weapons, all of the normal simple weapons are readily available, except for the crossbow. Crossbows are still a new invention, and thus far more expensive. Most people use a lockbow in their place. This weapon is the crossbow's precursor, and is similar in design but a bit more primitive. It looks much like a heavy crossbow, with a short bow attached to a crossbar that has been grooved to hold a bolt and then streamlined to fit in both hands with the stock against one shoulder. Lockbows are cocked by placing both feet on the bow and pulling the string back with both hands. This requires one full action. Lockbows have the damage and range of a light crossbow but the weight of a heavy crossbow. The normal heavy crossbow, with its winch system, is available for those who can meet the cost. Light crossbows are also available, but are considered toys rather than real weapons.

For martial weapons, most of those appearing on the normal list are available. The exceptions to this are the rapier, the scimitar, the falchion, the scythe, and composite bows. The rapier has not been invented yet, and the scimitar and falchion have not yet been seen in the Realm (though some GMs may choose to introduce them as fae weapons). Composite bows also have not been invented. Tridents are available, but extremely rare except in coastal areas. The longbow is still reasonably new, and is considered far and away the most powerful ranged weapon in existence. The pilum is also common — this Roman throwing spear has a wider, heavier blade than the javelin, and is barbed (1d8 damage, and 3 lbs. in weight, with the same range increments as a javelin).

TABLE 3—1: WEAPONS

Simple Weapons	Cost	Simple Weapons, cont'd	Cost	Martial Weapons, cont'd	Cost
<i>Unarmed Attacks</i>		Javelin	1 gp	Greatsword	50 gp
Gauntlet	2 gp	Lockbow	40 gp	Guisarme	9 gp
<i>Light Melee</i>		Sling	—	Halberd	10 gp
Dagger	2 gp	Martial Weapons		Lance	10 gp
Dagger, punching	2 gp	<i>Light Melee</i>		Ranseur	10 gp
Gauntlet, spiked	5 gp	Axe, throwing	8 gp	Scythe	10 gp
Mace, light	5 gp	Hammer, light	1 gp	<i>Ranged</i>	
Sickle	6 gp	Handaxe	6 gp	Pilum	10 gp
<i>One-Handed Melee</i>		Pick, light	4 gp	Longbow	115 gp
Club	—	Sap	1 gp	Shortbow	30 gp
Halfspear	1 gp	Sword, short	10 gp	Arrows (20)	1 gp
Mace, heavy	12 gp	<i>One-Handed Melee</i>		Exotic Weapons	
Morningstar	8 gp	Battleaxe	10 gp	<i>One-Handed Melee</i>	
Shortspear	1 gp	Flail	8 gp	Sword, bastard	75 gp
<i>Two-Handed Melee</i>		Longsword	15 gp	Waraxe, dwarven	40 gp
Longspear	5 gp	Pick, heavy	8 gp	Whip	1 gp
Quarterstaff	—	Trident	15 gp	<i>Two-Handed Melee</i>	
Spear	1 gp	Warhammer	12 gp	Axe, orc double	70 gp
<i>Ranged</i>		<i>Two-Handed Melee</i>		Chain, spiked	60 gp
Crossbow, heavy	150 gp	Flail, heavy	15 gp	Flail, dire	90 gp
Crossbow, light	135 gp	Glaive	8 gp	Sword, two-bladed	120 gp
Bolts, crossbow or lockbow (10)	1 gp	Greataxe	20 gp	<i>Ranged</i>	
Bullets, sling (10)	1 sp	Greatclub	5 gp	Net	10 sp

Exotic weapons are far less common. None of the Asian-influenced weapons — kama, kukri, nunchaku, etc. — are available in this setting. Bastard swords have appeared, but are considered a slightly smaller and better-balanced greatsword; few have trained to use them one-handed. Both the dwarven waraxe and the orcish double axe are available, though neither is common and any human carrying such a weapon is treated with both suspicion and disdain. Whips and nets are available, but the former is used primarily when training animals and the latter for hunting — few have considered them as actual weapons, and to use such devices against people is extremely dishonorable, the mark of a bandit or worse.

The most common weapons for knights are the longsword, the battle axe, the mace, and the spear. Soldiers use maces and battle axes more often than swords (swords cost more to make, and take more training to use properly), and either lockbows or spears. Only trained archers use longbows, and shortbows are more for hunting than for combat. Peasants and travelers use staves and clubs to defend themselves, though they may have a lockbow and a hand axe or dagger as well. Hunters carry hand axes, daggers, short bows, nets, and spears. Arthurian spears are divided into three types: the throwing spear (javelins or pilums), the cavalry spear (lances)

and the infantry spear (glaives, guisarmes, longswords, and ranseurs).

ARMOR

Armor is very important to the feel of the Arthurian setting, particularly plate. Full plate is actually worn by most knights, though the less wealthy might make do with half-plate or even breastplate. Soldiers typically wear leather armor, studded leather, or chainmail — chain shirts were also common. Only a barbarian would wear hide armor, and scale, splint, and banded mail have not yet been invented (although fae races may have developed scale, splint and banded mail). Padded armor is also unknown, but knights and soldiers do wear armor tunics when not in combat — these are standard cloth tunics with leather patches at the shoulders and elbows, and leather covering both the front and the back. The front was usually stamped with the knight's coat of arms (or with that of the soldier's employer), and the armor tunic provided some protection while still being light and flexible. Armor tunics were intended strictly for non-combat situations, however.

Shields were also common, but only certain types. The standard shield was large and made of steel, and rectangular tapering down to a point (kite shields). Circular shields were also available. Soldiers might carry wooden shields instead

TABLE 3-2: ARMOR

Armor	Cost	Armor	Cost
<i>Light Armor</i>			
Armor tunic	5 gp	Full plate	1200 gp
Leather	10 gp	<i>Shields</i>	
Studded leather	25 gp	Shield, small, wooden	2 gp
Chain shirt	90 gp	Shield, small, steel	8 gp
<i>Medium Armor</i>			
Chainmail	140 gp	Shield, large, wooden	6 gp
Breastplate	180 gp	Shield, large, steel	15 gp
Heavy armor		<i>Extras</i>	
Half-plate	500 gp	Armor spikes	+75 gp
		Gauntlet, locked	6 gp
		Shield spikes	+15 gp

of metal ones, or wood or metal frames with leather stretched over them. The tower shield has never been seen in this setting, and would be considered too bulky and cumbersome for practical use. Bucklers are also unknown. Shield spikes are possible, but are considered extremely dishonorable, and would only be used by outright criminals. The same is true of armor spikes. Locked gauntlets are acceptable, but frowned upon, particularly during tournaments.

Fae who are vulnerable to iron (including some of the sample races presented in this book) must find another way to wear heavy armor. The most effective method is armor crafted from alchemically treated wood, making it nearly as hard as steel, and somewhat less restrictive; an undercoat of similarly treated spider silk (taken from monstrous spiders) serves as chainmail would. Only scale mail, breastplate, split mail, banded mail, half-plate and full plate armor can be purchased as fae armor.

Armor Tunic: +1 Armor Bonus, +8 Max Dex Bonus, 0 Armor Check Penalty, 0% Arcane Spell Failure, Speed 30 ft., Weight 5 lb.



Fae Armor: Fae armor costs an additional 15% to purchase, and the armor bonus is one less than it would ordinarily be. However, the maximum Dexterity bonus is increased by 1, the armor check penalty is reduced by 1, and the chance of arcane spell failure is reduced by 10%. Fae armor also weighs 2/3 of the normal weight. Thus, a suit of fae full plate would cost 1,725 gp, and would provide an armor bonus of +7, a maximum Dex bonus of +2, an armor check penalty of -5 and an arcane spell failure chance of 25%.

CLOTHING

The average male peasant or commoner wears a simple outfit, consisting of trousers, boots, and a shirt or tunic. During cooler weather, a vest or jacket is added, and the pants and shirt are made from thicker material (wool or leather

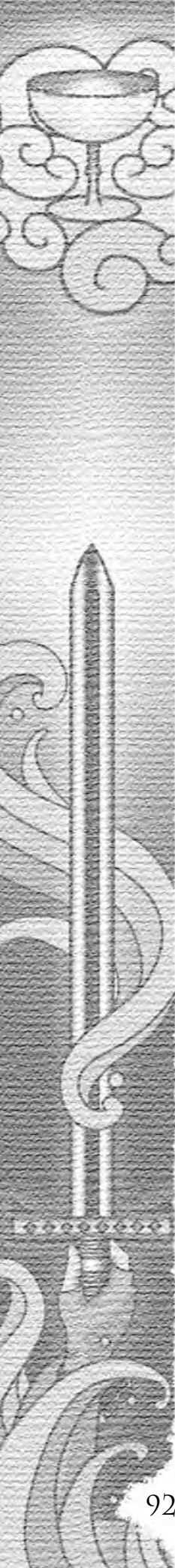
instead of cotton) while the boots are fur-lined. Cloaks might also be worn over everything else. Women of this class wear loose skirts and cotton blouses, or simple dresses — they add shawls or cloaks in cold weather. Most fabric is undyed or in the earth tones provided by the cheapest homemade dyes.

More affluent men wear a cape over their shirt, and often have a light vest of embroidered material. Those who work indoors occasionally wear low boots or shoes instead of the stiffer, sturdier outdoor boots. Gloves and hats complete the outfit. Women wear gowns and dresses rather than skirts, with a cape or shawl thrown over the shoulders and gloves to protect their hands from getting dirty.

Men in the employ of a noble wear either a tabard or a surcoat over their normal clothes. A tabard is simply a rectangular piece of cloth

TABLE 3-3: CLOTHES

Item	Cost	Item	Cost	Item	Cost
Tunic, cotton	4 cp	Skirt, wool	1 sp	Hooded cloak, ladies', wool	2 gp
Tunic, wool	1 sp	Skirt, linen	2 sp	Tabard, plain	2 sp
Tunic, linen	2 sp	Skirt, velvet	15 gp	Tabard, hemmed	4 sp
Tunic, velvet	10 gp	Skirt, silk	6 gp	Tabard, edged	6 sp
Tunic, silk	5 gp	Blouse, cotton	5 cp	Tabard, metallic thread	1 gp
Tunic, leather	6 sp	Blouse, linen	2 sp	Tabard, gemmed	4 gp
Shirt, cotton	5 cp	Blouse, velvet	12 gp	Surcoat, plain	3 sp
Shirt, wool	1 sp	Blouse, silk	6 gp	Surcoat, hemmed	5 sp
Shirt, linen	2 sp	Dress, cotton	7 cp	Surcoat, edged	7 sp
Shirt, velvet	12 gp	Dress, linen	3 sp	Surcoat, metallic thread	2 gp
Shirt, silk	6 gp	Dress, wool	2 sp	Surcoat, gemmed	5 gp
Shirt, leather	7 sp	Dress, velvet	20 gp	Lounging robe, silk	15 gp
Vest, cotton	3 cp	Dress, silk	10 gp	Lounging robe, cotton	2 sp
Vest, wool	1 sp	Gown, cotton	1 sp	Lounging robe, velvet	35 gp
Vest, velvet	6 gp	Gown, wool	5 sp	Robe, silk	10 gp
Vest, linen	2 sp	Gown, linen	3 sp	Robe, cotton	1 sp
Vest, silk	3 gp	Gown, velvet	35 gp	Robe, velvet	30 gp
Vest, leather	4 sp	Gown, silk	17 gp	Lady's favor, simple	3 cp
Breeches, cotton	6 cp	Shawl, cotton	4 cp	Lady's favor, elegant	1 sp
Breeches, wool	2 sp	Shawl, linen	2 sp	Lady's favor, costly	4 gp
Breeches, linen	4 sp	Shawl, wool	2 sp	Spurs, iron	1 gp
Breeches, velvet	20 gp	Shawl, velvet	12 gp	Spurs, steel	10 gp
Breeches, leather	8 sp	Shawl, silk	8 gp	Spurs, bronze	20 gp
Jacket, wool	3 sp	Shawl, lace	20 gp	Spurs, silver	30 gp
Jacket, velvet	25 gp	Gloves, ladies', silk	5 gp	Spurs, gold	50 gp
Jacket, leather	1 gp	Gloves, ladies', cotton	5 sp	Spurs, engraved	+5 gp
Cape, wool	2 sp	Gloves, ladies', linen	2 sp	Spurs, custom-engraved	+20 gp
Cape, velvet	20 gp	Gloves, ladies', wool	1 sp	Spurs, gilded silver	+1 gp
Cape, leather	1 gp	Gloves, ladies', leather	1 sp	Spurs, gilded gold	+5 gp
Boots, leather	3 sp	Gloves, ladies', lace	12 gp	Spurs, gem-encrusted	+50 gp
Boots, low leather	6 sp	Gloves, men's, cotton	5 sp	Embroidery, basic	+2 gp
Shoes, leather	1 gp	Gloves, men's, linen	2 sp	Embroidery, fancy	+10 gp
Shoes, cotton	3 sp	Gloves, men's wool	1 sp	Embroidery, custom	+20 gp
Shoes, velvet	5 gp	Gloves, men's, leather	1 sp	Embroidery, coat of arms	+15 gp
Slippers, velvet	10 gp	Hat, men's, leather	6 cp	Fur-lined (wolf, bear)	+5 gp
Slippers, leather	8 sp	Hat, men's, velvet	6 gp	Fur-lined (sable, mink)	+20 gp
Skirt, cotton	5 cp	Hooded cloak, ladies', velvet	25 gp		



with a hole cut for the head and neck. It is worn over the shoulders, so that it covers both front and back, and is usually fastened with a belt. The sides are completely open, and the garment has no sleeves. These items have a coat of arms either dyed or stitched onto them, both front and back, and the edges are often hemmed in a different color — fancier tabards have edging of a different material, like velvet or fur. Surcoats are similar except that they are split down the front, and so resemble a long vest — most surcoats reach to the knee. These bear a coat of arms across the back, and a smaller copy of the same insignia on the left breast. Surcoats are not fastened, and simply hang loose, like a sleeveless robe. Having an image dyed into the cloth is by far the least expensive option, but also produces an image with slightly blurry edges, and one capable of fading with wear. Embroidery is cleaner, sharper, and more durable, but more expensive, particularly for more detailed coats of arms.

Within their own home, nobles often wear robes — these simple belted items are most often made of linen, silk, or fine cotton, though heavier winter robes might be fur-lined wool or simply fur. Nobles can often afford fabrics colored with more the expensive dyes that provide rich jewel-tones.

Knights also wear lounging robes during tournaments. These are very similar to normal robes, but cut much larger and fastened not only with a belt at the waist but with a tie or fine chain near the neck. A knight can pull his lounging robe on over his armor, so that he can entertain guests in his tent without appearing barbaric but also without taking the time to remove his armor completely.

Noblemen wear the same type of clothing as merchants or townsmen — pants, shirt, vest, cape — but the materials are finer. Their clothing is made of linen or silk or velvet rather than cotton and wool, and often has fur or velvet or metallic thread for a border, along with embroidery at the cuffs and neckline. Noblemen often wear low boots of soft leather, which are useless in mud or dirt but fine for cobbled streets or marble floors. All of their clothing has their coat of arms embroidered into it somewhere, and the wealthier nobles have precious metals and stones woven in as decorations as well — kings and princes sometimes wear tunics of cloth-of-gold, or vests completely encrusted in gems.

Noblewomen wear gowns and dresses, but their clothing is also of finer material and more

detailed workmanship than those of lower rank. Their gowns may have gathered bodices and pleated or ruffled skirts made of silk, velvet, satin or brocade with lace trim. Slashed sleeves show patterned or embroidered material beneath, and the same material might fill in the area between the neckline and the actual neck of the garment, which often ends in a choker. Gloves are worn, and low soft slippers. Embroidered or lace shawls drape over the shoulders. In winter, a noblewoman might also wear a large fur-lined cloak with a hood.

Ladies also carry favors, which fall somewhere between clothing and jewelry. Most ladies' favors are scarves or handkerchiefs, squares or rectangles of fine cloth embroidered with the lady's initials or personal coat of arms. Wealthier women have favors edged in metallic thread or with gems sewn into the corners. A lady carries these items for the express purpose of bestowing them on her favorite knight before the start of a tourney. The knight then wears the item in question himself, often tied to a sleeve or a helm, or ties it about his lance or sword, and dedicates any victories to the lady in question. Even non-noble ladies carry favors, though theirs might be something as simple as a colored scarf or a hand-embroidered cloth.

The last type of clothing in an Arthurian setting could also be considered armor of a sort, or at least mount-related gear often worn with armor. These are the spurs. Spurs are metal devices shaped like a U but with an extra prong extending from the bottom of the curve. They are worn about the ankles, so that the prong sticks straight back and is parallel to the ground. Leather straps attached to the front edges fasten around the foot to hold the spur in place, and the back prong ends in a sharp point, or a group of points (like a caltrop) or even a small spiked wheel. Riders wear spurs and use them to goad their horses to a gallop by digging the point of the spur into the animal's side. These devices became a symbol of horsemanship, even though good riders pride themselves on never having to apply their spurs. Because a knight is expected to be an expert horseman, spurs became associated with knighthood as well, and each new knight receives a pair along with his sword and shield. They are also the most common prizes for riding competitions, and for riding-related elements of a tourney. Knights and nobles take great pride in their spurs, and often have a pair custom-made. Most spurs are made of steel or iron, but they are often engraved with designs or crests, and may

be gilded with gold or silver — the wealthiest nobles might even have spurs of solid silver or solid gold, though these are less practical than decorative. Some also have gems set into them, making the spurs as much jewelry as equipment. It is considered a major failing for a knight to lose his spurs to another.

JEWELRY

Both men and women wear jewelry in the Arthurian era. This is for two reasons. First, it shows everyone how wealthy they were. But jewelry also serves as an excellent way to carry that wealth — a necklace worth 50 gp weighs far less than those same gold pieces in a pouch, and so is easier to hand to someone as payment.

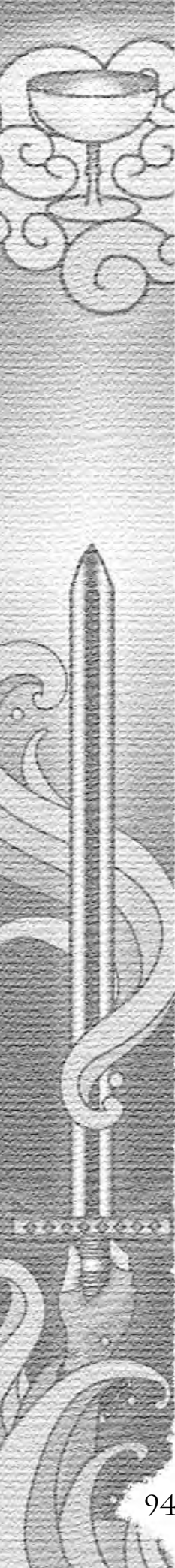
Women wear more jewelry than men, of course. A noblewoman might wear a pair of earrings, a necklace, a bracelet on each wrist, and two or three rings on each hand. Brooches can be pinned to her gown, clasps used for her shawl or cloak, pins and combs fastened to her hair, or belts worn around her waist. Necklaces come in three varieties: the necklace, the pendant, and the choker. Pendants are a simple

chain or ribbon with a piece of jewelry hung upon it — the jewelry might be a simple stone setting, or a carved design, or a small emblem, but it is usually no larger than a gold coin. Necklaces have stones or metal or some other material running all along their length, though often with a larger stone or more intricately patterned piece of material at the center, so that it hangs at the lowest point directly in front. Necklaces often consist of strings of beads, and these can be coral, pearl, gems, metals, or even carved stone or wood. Chokers are similar to necklaces but much shorter, and worn around the throat rather than down across the chest. Jeweled belts usually consist of links, each piece decorated and connected on either side with small metal hooks. Most jewelry is made of silver or gold, though some are also carved directly from gemstones or even from rare materials like coral, mother-of-pearl or ivory. It is not uncommon for noblewomen to wear at least one piece of jewelry carved with their family crest.

Men's jewelry is usually larger and heavier than women's, less delicate and often with less fine detail. Necklaces may be nothing more than

TABLE 3-4: JEWELRY

Item	Cost	Weight	Item	Cost	Weight
Ring, silver	8 sp	—	Choker, beads	2 sp	1/4 lb.
Ring, gold	5 gp	1/8 lb.	Choker, multistrand	double price and weight	
Ring, precious stone	20 gp	—	Choker, silver	10 sp	1/4 lb.
Bracelet, silver	4 gp	1/2 lb.	Choker, gold	10 gp	1/3 lb.
Bracelet, gold	24 gp	1/2 lb.	Choker, precious stone	40 gp	1/4 lb.
Bracelet, precious stone	100 gp	1/2 lb.	Pendant, silver	8 sp	—
Brooch, silver	2 gp	—	Pendant, gold	5 gp	1/8 lb.
Brooch, gold	12 gp	1/8 lb.	Tiara, silver	5 gp	1/4 lb.
Brooch, precious stone	50 gp	—	Tiara, gold	20 gp	1/2 lb.
Pin, silver	1 gp	—	Tiara, precious stone	100 gp	1/3 lb.
Pin, gold	6 gp	—	Circlet, silver	4 gp	1/5 lb.
Pin, precious stone	22 gp	—	Circlet, gold	16 gp	1/3 lb.
Comb, silver	2 gp	—	Circlet, precious stone	90 gp	1/4 lb.
Comb, gold	12 gp	—	Hair clasp, silver	1 gp	—
Comb, precious stone	50 gp	—	Hair clasp, gold	6 gp	—
Clasp, silver	2 gp	—	Hair clasp, precious stone	34 gp	—
Clasp, gold	10 gp	—	Signet Rings		
Belt, linked, silver	5 gp	1 lb.	Signet ring, basic	2 gp	
Belt, linked, gold	26 gp	1 lb.	Signet ring, silver	5 gp	
Belt, linked, precious stone	110 gp	1 lb.	Signet ring, gold	10 gp	
Belt buckle, silver	2 gp	1/2 lb.	Engraving	+2 gp	
Belt buckle, gold	10 gp	1/2 lb.	Engraving, custom	+4 gp	
Belt buckle, precious stone	40 gp	1/2 lb.	Engraving, coat of arms	+6 gp	
Earring, silver	6 sp	—	Carved	+1 gp	
Earring, gold	4 gp	—	Carved, coat of arms	+10 gp	
Earring, precious stone	15 gp	—	Gilded in silver	+1 gp	
Necklace, beads	2 sp	1/4 lb.	Gilded in gold	+5 gp	
Necklace, silver	10 sp	1/4 lb.	Inset, semiprecious stone	+10 gp	
Necklace, gold	10 gp	1/3 lb.	Inset, precious stone	+20 gp	
Necklace, precious stone	40 gp	1/4 lb.			



linked series of precious gems or of engraved gold squares, and usually hang low and loose. Brooches — most often of carved stone or cast in gold or silver and inset with small gems — resemble animals or plants, or are engraved with the noble's coat of arms, and are. Cloak clasps usually have simple designs, but may have gems set in them as well. Men may wear linked belts, though theirs are larger and heavier than a woman's, but they also wear normal leather belts with jeweled buckles. Men rarely have pins and combs in their hair, but long hair is not uncommon for both genders and a nobleman might pull his hair back and use a silver or gold clasp to hold it. Earrings are also common for both genders, but women's earrings are usually more elaborate, while men customarily wear a single stone in a simple gold or silver setting.

By far the most common jewelry for a man, however, is the signet ring. Even merchants have these items, carved across the front with their personal seal and used to verify purchases, sales, and letters. Nobles have more elaborate signet rings bearing their coat of arms. A simple signet ring might be made from bronze or iron, a more expensive one of silver, while nobles generally have theirs cast in gold. The front face of a lesser ring is the same material as the body, but nobles like to set gems into the face and then have those carved with their seal. These gems can be semiprecious, garnet or amethyst or topaz, or precious stones like ruby or emerald or sapphire. The stone's color usually matches the family's dominant color (often the background of their shield or crest), and the coat of arms may be gilded in silver or gold (or both) to make it easier to distinguish details. Signet rings usually have oversized fronts, to better accommodate the seal and to make it easier to read once stamped. In an Arthurian campaign with less distinctly divided gender roles, it's just as likely that a woman might carry a signet ring.

The other jewelry worn by both genders is the crown. These are reserved for royalty, of course, kings and queens and their children, but powerful nobles have found ways to achieve a similar effect. Noblewomen often wear tiaras, which are like slender crowns that only wrap around three-quarters of the head. That makes the tiara easy to pull on and off, and it is usually woven into the hair for fancy parties and other formal occasions. Most tiaras are made of gold and have gems set along the front edge but not along the sides. Men wear circlets, simple gold or silver bands twisted or engraved with patterns,

or encrusted with gems. Sometimes a circlet takes on more elaborate shapes, like a wreath of leaves, and a few even rise up in points like a true crown would. Kings and queens are often possessive of their rights, and may frown upon anyone who dares to wear a headpiece too similar to their own. Most circlets and tiaras are low enough and simple enough to not cause offense, however, while still demonstrating the true nobility of the owner.

MOUNTS AND RELATED GEAR

Domestic animals are common in the Arthurian setting. Most farmhouses have at least one dog and at least one cat — the dog is for security and for hunting, while the cat is for pest control, and both provide comfort and companionship for the children. Donkeys and mules pull carts and plows, but the most prized animal is the horse. Every knight is expected to have a riding horse, and most farms have at least one workhorse, though these slow but powerful creatures do not compare to the knight's charger. A warhorse is also powerful, but fast and sleek, and trained for battle. Heavy warhorses are trained to carry knights in full armor, while lighter warhorses are faster and handle cavalry soldiers and messengers. Knights without horses cannot enter jousts, but more importantly they have no way to carry their heavy armor — full plate was never designed for someone who travels on foot.

Because horses are so important, knights spend a great deal of time and money on their gear. Every riding horse requires a saddle, but armor necessitates a different saddle than a regular rider would need, with more support and more stability. Jousting saddles have notches for holding a lance level, so that the knight can let the saddle take most of the weight until the actual charge. A second notch on the opposite side and down near the knee serves the same function for the knight's shield. These saddles also have higher backs, both for additional support and to prevent the knight from being knocked backward off the saddle when struck by a lance. Jousting saddles also have wider, longer stirrups to accommodate armored feet and legs.

Barding is very important for a warhorse. Most barding is either half-plate or full plate, although leather and chain barding also exist. Barding comes in two varieties: total and partial. Total barding encases the horse's head in a helm, covers the neck and shoulders, covers the entire body, and has greaves strapped to each leg. The only places not fully protected are the back of

TABLE 3-5: MOUNTS AND RELATED GEAR

Item	Cost	Weight	Item	Cost	Weight
Battle harness	10 gp	10 lb.	Feed (per day)	5 cp	10 lb.
Horseshoes, spiked	10 gp.	1 lb.	Horse, heavy	200 gp	—
Barding, partial			Horse, light	75 gp	—
Leather	36 gp	20 lb.	Pony	30 gp	—
Chain	400 gp	60 lb.	Warhorse, heavy	400 gp	—
Half-plate	1500 gp	75 lb.	Warhorse, light	150 gp	—
Full-plate	3200 gp	75 lb.	Warpony	100 gp	—
Barding, full			Saddle, Military	20 gp	30 lb.
Leather	40 gp	30 lb.	Saddle, Pack	5 gp	15 lb.
Chain	600 gp	80 lb.	Saddle, Riding	10 gp	25 lb.
Half-plate	2000 gp	100 lb.	Saddle, Jousting	40 gp.	35 lb.
Full plate	4800 gp	100 lb.	Saddlebags	4 gp	8 lb.
Bit and bridle	2 gp	1 lb.	Saddlebags, armor	20 gp	10 lb.
Cart	15 gp	200 lb.	Sled	20 gp	300 lb.
Dog, riding	150 gp	—	Stabling (per day)	5 sp	—
Donkey or mule	8 gp	—	Wagon	35 gp	400 lb.

the legs, the tail, and the belly (which does have leather, but not metal). Total barding gives the horse the same AC bonus as the equivalent armor on a person. Partial barding covers the horses' forehead and nose, the front chest and shoulders, the upper portion of the body, and the knees. It is less cumbersome, but also provides less protection, particularly on the lower body (–1 to overall AC).

Another option for the warhorse is the battle-harness. This is much lighter than barding, and does not limit the horse's speed or maneuverability at all, but it does provide some degree of protection. The battle-harness is made of leather with iron rings for connectors, and iron spikes along most of its length except where the rider's legs might be. The bridle is also spiked, allowing the horse to do extra damage when head-butting. It is not uncommon for knights to put spiked shoes on their warhorses as well, to increase the damage they do when lashing out with their hooves.

Traveling knights also have to worry about carrying their armor from place to place. It is heavy and uncomfortable, and so they prefer to wear it only when fighting. The rest of the time, their plate mail is stored in specially made saddlebags. Each piece fits into its own leather pouch, and they are then strung together to create a surprisingly compact package — the entire set could be fit into a large backpack and carried on one's back.

Battle Harness: +1 armor bonus to AC for the mount. The mount does an additional 1d6 points of damage if bull-rushing an opponent.

Jousting Saddle: Adds +4 to the rider's checks to resist being knocked backward.

Spiked Horseshoes: Add +2 to the warhorse's damage rolls for hoof attacks.

GEAR

Most standard gear is available in the Arthurian setting. Acid is far less common, however, and cannot be purchased from a standard merchant. Alchemical creations are also exceedingly rare — available only from the alchemists themselves — and very expensive. Antitoxins are virtually unknown. As mentioned earlier, magnifying glasses do exist but they are extremely rare and extremely expensive (several thousand gold pieces at least). Spyglasses have not yet been invented, nor have waterclocks, and even hourglasses are uncommon. Most people tell time either by looking at the sky or by a sundial. The sundial is a simple device, a circle with the hours marked on it and a triangular blade jutting up at the center. The sundial is set down on a flat surface, and the sun casts the blade's shadow onto the circle, marking the hour.

While some things like magnifying glasses are less common, others are more. Mirrors exist and are not particularly difficult to find — steel mirrors are most common, but silver ones can also be bought, and are a good deal lighter. Most silver mirrors come in a frame, which can vary from simple to ornate. Paper is also more plentiful and less expensive, as are parchment and the ink to write upon them.

Backpacks and pouches are often used for carrying items, but an equally popular method is

by satchel. This leather bag is larger than a pouch but smaller than a backpack, and has a single wide strap, which is slung over one shoulder and across the body. In general, people use satchels primarily to hold food, though messengers also convey scrolls in them. Most satchels are lined with wool or some other material to help retain heat, and they are oiled on the outside to repel rain.

In a similar fashion, people may use flasks and jugs liquid but the drinking horn is more common. This is an actual horn, usually from an ox, ram or bull, smoothed at both ends. The tip is chopped off, leaving a narrow opening, and that end is fitted with a tight stopper. A leather or metal cap fits over the wider end and is sealed with wax to be watertight. Then metal loops are affixed at either end, so that a leather strap can

TABLE 3-6: GOODS AND SERVICES

Adventuring Gear

Item	Cost	Weight	Item	Cost	Weight
Backpack (empty)	2 gp	2 lb.	Lantern, hooded	7 gp	2 lb.
Barrel (empty)	2 gp	30 lb.	Lock, very simple	20 gp	1 lb.
Basket (empty)	4 sp	1 lb.	Lock, average	40 gp	1 lb.
Bedroll	1 sp	5 lb.	Manacles	15 gp	2 lb.
Bell	1 gp	*	Manacles, masterwork	50 gp	2 lb.
Blanket, winter	5 sp	3 lb.	Mirror, small steel	2 gp	1/2 lb.
Block and tackle	5 gp	5 lb.	Mirror, small silver	10 gp.	1/4 lb.
Bottle, wine, glass	2 gp	*	Mug/tankard, clay	2 cp	1 lb.
Bucket (empty)	5 sp	2 lb.	Oil (1-pint flask)	1 sp	1 lb.
Caltraps	1 gp	2 lb.	Paper (sheet)	3 sp	*
Candle	1 cp	*	Parchment (sheet)	1 sp	*
Canvas (sq. yd.)	1 sp	1 lb.	Pick, miner's	3 gp	10 lb.
Case, map or scroll	1 gp	1/2 lb.	Pitcher, clay	2 cp	5 lb.
Chain (10 ft.)	30 gp	2 lb.	Piton	1 sp	1/2 lb.
Chalk, 1 piece	1 cp	*	Pole, 10-foot	2 sp	8 lb.
Chest (empty)	2 gp	25 lb.	Pot, iron	5 sp	10 lb.
Crowbar	2 gp	5 lb.	Pouch, belt	1 gp	3 lb.
Firewood (per day)	1 cp	20 lb.	Rations, trail(per day)	5 sp	1 lb.
Fishhook	1 sp	*	Rope, hemp (50 ft.)	1 gp	10 lb.
Fishing net, 25 sq. ft.	2 gp	5 lb.	Rope, silk (50 ft.)	10 gp	5 lb.
Flask	3 cp	*	Sack (empty)	1 sp	1/2 lb.
Flint and steel	1 gp	*	Satchel	2 gp	1 lb.
Grappling hook	1 gp	4 lb.	Sealing wax	1 gp	1 lb.
Hammer	5 sp	2 lb.	Sewing needle	5 sp	*
Horn drinking, plain	1 sp	1/2 lb.	Sledge	1 gp	10 lb.
Horn, drinking, fancy	1 gp	1/2 lb.	Soap (per lb.)	5 sp	1 lb.
Ink (1 oz. vial)	4 gp	*	Spade or shovel	2 gp	8 lb.
Inkpen	1 sp	*	Tent	10 gp	20 lb.
Jug, clay	3 cp	9 lb.	Torch	1 cp	1 lb.
Ladder, 10-foot	5 cp	20 lb.	Vial, ink or potion	1 gp	*
Lamp, common	1 sp	1 lb.	Waterskin	1 gp	4 lb.
Lantern, bullseye	12 gp	3 lb.	Whetstone	2 cp	1 lb.

Dry Goods

Item	Cost	Weight	Holds or Carries
Backpack	2 gp	2 lb.	1 cu. ft.
Barrel	2 gp	30 lb.	10 cu. ft.
Basket	4 sp	1 lb.	2 cu. ft.
Bucket	5 sp	2 lb.	1 cu. ft.
Chest	2 gp	25 lb.	2 cu. ft.
Pouch, belt	1 gp	1/2 lb.	1/5 cu. ft.
Sack	1 sp	1/2 lb.	1 cu. ft.
Satchel	2 gp	1 lb.	1/2 cu. ft.
Saddlebags	4 gp	8 lb.	5 cu. ft.
Spell component pouch	5 gp	1/4 lb.	1/8 cu. ft.

CONTAINERS AND CARRIERS

Liquids

Item	Cost	Weight	Holds or Carries
Bottle, wine, glass	2 gp	*	1 1/2 pint
Flask	3 cp	*	1 pint
Horn, drinking	1 sp	1/2 lb.	1/2 gallon
Jug, clay	3 cp	1 lb.	1 gallon
Mug/tankard, clay	2 cp	*	1 pint
Pitcher, clay	2 cp	1 lb.	1/2 gallon
Pot, iron	5 sp	2 lb.	1 gallon
Vial, ink or potion	1 gp	*	1 ounce
Waterskin	1 gp	*	1/2 gallon

*No weight worth noting.

**Ten of these items together weigh 1 pound.

run between them. People carry drinking horns slung over their shoulder, and can simply pull it forward, unstop it, and take a swig whenever they choose. These horns are very common, and most are simple, but they can be carved or painted with elaborate scenes, and the ends can be made from fine wood, silver or even gold.

FOOD AND DRINK

People in Arthurian settings have a surprisingly well-balanced diet, because along with their bread and meat they also eat cheese, and frequently have vegetables or fruits as well. Vegetables can be divided into two groups: roots and greens. Roots are items such as turnips, onions, and carrots, and are often used in stews. Greens include lettuce, cabbage, and peas, and are more often used as salads or in soups. Fruits can be divided between grapes, berries, and orchard fruits. Orchard fruits include apples, peaches, pears, and plums.

Of course, people also eat meat and cheese. Meat is usually beef, lamb (or mutton), pork or venison. Hunting is the most common way to get meat, rather than by raising a herd for slaughter—most farmers have some pigs and sheep and possibly a few cows, but they do not have enough land or enough money to maintain a proper herd. Poultry is also common, particularly game birds like pheasant, partridge and quail. Cheese comes from cow's milk or goat's milk.

For drinks, most people choose water, ale, or beer. Beer is similar to ale but lighter and thinner, and with less alcohol. Mead is also popular—this sweet alcoholic drink is made from honey, but it is expensive enough that most non-nobles can only afford it for major celebrations. Wine is also too expensive for any but wealthy mer-

chants and nobles, and varies wildly in quality. Red wines are the only ones available.

LODGING

When traveling to a city, knights rarely stay at inns. Instead, they can usually find another knight to put them up, preferably a noble with his own manor or keep. In smaller towns and on the road, however, the knight may not be able to find such generosity, so he may have to pay for a room. But an inn is not the only option. Villagers and townspeople often rent beds to travelers—these homes are quieter and cozier than the inns, cheaper, and often have better food. The other possibility is a barn—most farmers will let someone spend the night in their barn for a few coppers a night. Barns with hay lofts actually make excellent makeshift rest stops, and the farmer may include breakfast with the family the next morning.

TABLE 3-8: LODGING

Item	Cost
Barn (per night)	
Exclusive use	7 cp
Shared	3 cp
Inn stay (per day)	
Good	2 gp
Common	5 sp
Poor	2 sp
Private home (per day)	
Private bed	5 sp
Shared bed	2 sp
Floor	4 cp

SERVICES

Most lords and ladies have retainers, people in their employ who handle most tasks for them. But not all knights can afford to keep several servants,

TABLE 3-7: FOOD AND DRINK

Item	Cost	Weight	Item	Cost	Weight
Ale			Meals (per day)		
Gallon	2 sp	8 lb.	Good	5 sp	—
Mug	4 cp	1 lb.	Common	3 sp	—
Banquet (per person)	10 gp	—	Poor	1 sp	—
Beer			Meat, chunk of	3 sp	1/2 lb.
Gallon	1 sp	8 lb.	Poultry, portion (half a bird)	3 sp	1 lb.
Mug	2 cp	1 lb.	Rations, trail(per day)	5 sp	1 lb.
Bread, per loaf	2 cp	1/2 lb.	Vegetables		
Cheese, hunk of	1 sp	1/2 lb.	Roots, one serving	2 cp	1/2 lb.
Fruit*			Greens, one serving	2 cp	1/8 lb.
Grapes	1 sp	1/2 lb.	Roots, one sack	2 sp	10 lb.
Berries	1 sp	1/2 lb.	Greens, one sack	2 sp	6 lb.
Orchard	5 cp	2 lb.	Wine		
Mead			Common (pitcher)	2 sp	6 lb.
Gallon	5 sp	8 lb.	Fine (bottle)	10 gp	1 1/2 lb.
Mug	1 sp	1 lb.			

*These prices are for fruits in season. If out of season, the price is ten times higher, and the fruit is not as good.

and when traveling having a large entourage becomes even more difficult and expensive. Because of this, many knights choose to travel by themselves or with only a squire, and simply hire people to handle other tasks whenever they reach a town, a city or the site of a tournament. These tasks can be divided into two categories: attentive and assigned. Attentive tasks are those activities that require constant attendance on either the knight or his belongings. These include serving as his squire, standing by to carry messages, or seeing to his horse or gear. Assigned tasks are those which the knight assigns and which can be carried out without further instruction or oversight. These range from cooking a meal to fetching an item to procuring a room to announcing the knight's presence in the city.

When a knight hires a person for more than a few hours, it is understood that, in addition to the established pay, the knight must also provide that person with food. And, if the person requires specialized clothing or equipment for the task and does not already possess them, the knight must provide these as well. Knights often carry several tabards or surcoats in their saddlebags, and hand these to the people they've hired — it is far easier than having new clothing made each time, and tabards and surcoats of a general cut can fit most adults and quite a few older children.

One of the services a knight usually requires is that of a herald. Heralds ride or walk through an area and proclaim the name, rank, and history of some important personage. This allows those of lesser rank to move out of the way, and those of equal or greater rank to prepare themselves for such a visitor. During tournaments, dozens of knights may arrive in a single day, causing the heralds to compete with each other to make sure it is their message that gets heard.

Another important service is that of a squire. Knights prefer to bring squires with them, because they can then develop a long-term relationship with the boy (or girl). The knight trains the youth in martial skills, riding, hunting, and also in proper knightly behavior, and eventually sponsors the youth to become a knight himself. In the meantime, however, the squire travels with the knight and takes care of cooking, cleaning, caring for the animals, and maintaining the knight's gear. Squires are particularly useful for donning armor, because full plate is cumbersome and has many small straps and buckles. Some knights have recently lost a squire and have not yet had the chance to find another long-term one, while others simply prefer

to travel on their own. These knights hire temporary squires for events, often the son or daughter of another knight or of a local merchant. If the knight and the squire get along well, the knight may choose to offer the youngster a chance to travel with him and train for the knighthood.

TABLE 3—9: SERVICES

Service	Cost
Herald (one time)	3 sp
Herald (duration of stay)	2 gp/day
Messenger (one time)	2 sp
Messenger (on-call)	1 gp/day
Cook (one time)	1 sp
Cook (duration of stay)	6 sp/day
Stablehand	5 sp/day
Equipment manager	5 sp/day
Squire	1 gp/day

COMPETITIONS

Knights travel for two reasons: to seek adventure and to compete in tournaments. These tournaments are a chance for fame, glory, and even riches. But knights are not the only people interested in competition. Commoners love fairs, festivals and tourneys, and often sign up for events as well. A few of these events are combative, such as wrestling, but most of them are either nonviolent activities such as racing and swimming or events where the contestants do not compete directly. Artistic events such as dancing and singing involve performing before an audience, who then votes on a winner with claps and cheers and whistles. Crafts competitions are less immediate — the craftspeople submit their items in the proper category, such as leatherworking or woodcarving, and a panel of judges selects the best in each category as the winner. Food competitions can either involve preparing food, such as a competition for the best pie or the best ale, or eating the food, as in a classic pie-eating contest. Most of these competitions cost far less to enter because they are aimed at commoners rather than at nobles, but the prizes are also worth less money — many give ribbons but no actual coinage.

TABLE 3—10: COMPETITIONS

Service	Cost
Entering a competition (artistic)	1 sp
Entering a competition (crafts)	1 sp
Entering a competition (food)	3 cp
Entering a competition (activity)	3 cp
Entering the ring or archery	1 gp
Entering the grand melee	1 gp
Entering single combat	2 gp
Entering the joust	4 gp



Chapter Four: Spells

In some ways, the default spell lists provided in the *Player's Handbook* can be detrimental to the overall feel of a chivalric fantasy setting. Wizards are not inclined to hurl *fireballs* and *meteor swarms* left and right in an Arthurian setting — well, there is one cinematic example, but it was deliberately silly. As a result, this chapter presents a series of variant spell lists that give spellcasters a more subtle and thematic feel.

Spells listed in italics are not recommended for Arthurian campaigns, and are presumed not to exist in Excalibur campaigns. However, for GMs who prefer to be more inclusive, they are still listed for the sake of completeness. For the most part, spells recommended for exclusion are those that deal with planar travel; although spellcasters can still summon the beasts of Heaven or Hell, or elementals from the wild reaches of the world, other planes are simply not accessible. Other changes are discussed in turn below.

CLERIC SPELLS

The most dramatic change in an Arthurian cleric's spell list (if the recommended spells are omitted) is the lack of effects to be used against undead. The undead are more rare in an atmosphere of high chivalry, and even holy men and women are less well prepared to deal with them. In such a setting, a cleric is more reliant on faith alone. *Animate dead* is also missing from the list; the animation of skeletons and zombies is the province of arcane casters in an Arthurian setting.

The cleric also gains access to a series of heraldry spells, spells cast on a shield to benefit its owner. These spells are denoted by the [Her-

aldry] descriptor. Each heraldry spell creates an aura of protection that evokes the mystical power associated with a heraldic symbol; thus, the *horse shield* spell creates an aura in which faint heraldic horses can be seen moving across the shield, and grants the bearer the readiness that the horse stands for. A heraldry spell enchants the shield, not the bearer; if the owner of the shield gives the shield to another person, the new bearer gains the benefits. A person can benefit from a heraldry spell only while using the affected shield; carrying it or wearing it across one's back isn't enough. A shield can hold only one heraldry spell at any given time. If multiple heraldry spells are cast on the same shield, only the most recently cast applies.

WIZARD/SORCERER SPELLS

Magic is a common element in Arthurian tales, and most people in this setting have at least heard of wizards, even if they have never personally met one. Merlin's name is known throughout the land, and many stories are told about of great magics he has performed — some of these tales are exaggerations or outright fabrications, of course, but others are surprisingly accurate. Thanks to these tales and others like



them, even commoners are not terrified of magic — or, rather, what magic can do scares them, but its existence is accepted. Many still believe that magic arises from demons and devils, and is inherently evil, but others argue that magic is simply another tool or gift, to be used for good or ill depending upon the user's inclinations.

Most of the established schools exist and thrive in the Arthurian world. Divination is perhaps the best known and the most easily accepted — people frequently have their fortunes told by traveling wisemen or wisewomen, and it is common practice to read the stars of a newborn so that his or her parents might know what lies in store for their child. Enchantment and Illusion are also extremely common, though not as widely appreciated — these schools prey upon the mind and the senses, tricking animals and people into thinking or behaving or sensing differently than they would normally, and people do not appreciate being fooled. Transmutation and Conjunction create powerful displays, and prove extremely useful, altering something or creating something. The summoning side of conjunction is often used as well, although those spells that summon other-planar creatures give even spellcasters pause — in the Arthurian world planar travel is all but unknown, and so creatures from other planes, including celestial and demonic creatures, are treated with great respect and often dread, and summoned only when absolutely necessary. Abjuration is less common, but still powerful, and welcomed by the casters and their allies — these protective spells may be subtler, but their effects are certainly noticeable.

Evocations are far less common, however. These spells are more about raw power than about the mind or the senses or any existing creature or object, and they do not fit as well within the Arthurian mythos. Most spellcasters in this setting employ their magic subtly, and work with things they can grasp or touch or at least describe — evocation spells often tap forces beyond even a wizard's understanding, and that is far too dangerous. This is not to say that evocation spells do not exist, but they are rare, and most spellcasters will only call on them in an emergency. Casting such a spell is also more difficult in this setting, and requires more time — twice the duration listed, for spells from the *Player's Handbook* or other books. These spells also require more expensive components — roughly 20 gp worth of material per spell level, so a third-level evocation spell like *fireball* would

require 60 gp worth of components. These components are not standard in spell component pouches, and must be purchased separately. Spells that require these components are marked with an ^M in the spell lists.

Necromancy is even less common in the Arthurian setting, or at least it is never openly acknowledged. To a degree, people are inured to death, and the sight of a corpse does not faze most people — even small children learn to accept both the sight and the general notion that all life eventually ends. At the same time, however, the Arthurian world shows great respect for its dead. Even peasants are given proper burials, and armies often call a truce at night so that each side can gather their dead and prepare them for funeral rites. This is how the people deal with the fact that death is so common and so inevitable, by making it not a dark and brutish end but a noble rest after a difficult life. To say an unkind word about the dead is considered rude in the extreme, and often a cause for blows — to speak ill of someone's dead relative is an insult that invites attack. Actually trafficking in the dead, or interrupting their eternal sleep in any way, is considered the gravest of sins, and evil to the core. Even asking one of the dead for vital information is considered evil, for it forces that person to return, however briefly, to the troubled world he has already left behind. Of course, spellcasters can learn (or create) necromantic spells, but they must do so in secret. Naturally, some wizards and sorcerers do not care about societal restrictions, and study and practice necromancy because of the power such spells can offer them. These individuals either hide their knowledge or retreat to a location they can fully control, to avoid the risk of exposure and attack.

WIZARDS VS. SORCERERS

In the new spells below, you will notice that they can be divided into two categories: quick and tedious. This is very much in keeping with the Arthurian conceptions of magic, and of spellcasters. It also helps differentiate between wizards and sorcerers.

Arthurian wizards are learned men and women, and spend much of their time studying heavy tomes, or experimenting with chemicals, or seeking out unusual minerals and herbs. Their spells are carefully planned and precisely wrought, and involve exacting calculations and elaborate procedures. These are not people who travel about and cast spells with the wave of their hand — wizards sit in their towers or their dens or even



their tents, and create the spells that will have a lasting effect on themselves and on others.

But the Arthurian tales do contain mention of people who can cast magic quickly, and without detailed protective circles and convoluted recitations. These are the sorcerers. A sorcerer contains his own internal magic, and can tap that energy at will. Focus is required, and often words or gestures, but they are quick and to the point, and rarely take more than a minute. The sorcerer is usually an experienced traveler, and most of his spells are designed to work right away, to remedy or prevent a potential threat or problem.

Does this make sorcerers more powerful than wizards? Not at all. Because, although a sorcerer's spell might take only an instant to cast, it rarely lasts more than a minute beyond that. These spells are meant to work quickly, not to linger. A more durable spell requires more thought and concentration, and more structure. That is the province of the wizard. Yes, the wizard may take an hour to cast his spell, but it will last days or weeks — sometimes it will last forever. The patience and care with which he builds his spell is rewarded by a more elaborate result, and a much longer duration.

Even if you choose not to follow a strict division between sorcerer and wizard, you can still utilize this dichotomy. Encourage sorcerers to take the more immediate spells, and wizards to take the slower, longer ones. Remind the sorcerers that they need materials for the longer spells, and wizards that the quick fixes rarely last.

Of course, this division means that sorcerers are better suited to a life of adventure. They can travel anywhere, knowing that they can always cast a spell if necessary. And a sorcerer makes an excellent adventuring companion for the same reason. But wizards are the pride of any castle or city, and the most valuable companion of any army, because their spells can cover a larger area and have a more sustained effect. The other advantage of the dichotomy is that the multi-classed wizard/sorcerer character becomes a real possibility. Some people do start out with their innate magic, and in learning to tap that more fully they start to learn the more ritual side of spellcasting. Merlin is the perfect example of this — according to legend he was the child of a human mother and an incubus father, and had powers from birth, but later he studied and learned new magics, more subtle powers with a wider range of effect. He began as a sorcerer,

then became a wizard as well, and went on to become the most famous and most powerful spellcaster in the world, because he could access both realms of possibility, and use whichever best suited the circumstance.

[An * indicates a new spell detailed in this chapter.]

BARD SPELLS

0-LEVEL BARD SPELLS (CANTRIPS)

- Dancing Lights:** Creates torches or other lights.
- Daze:** Humanoid creature of 4HD or less loses next action.
- Detect Magic:** Detects spells and magic items within 60 ft.
- Flare:** Dazzles one creature (–1 on attack rolls).
- Ghost Sound:** Figment sounds.
- Know Direction:** You discern north.
- Light:** Object shines like a torch.
- Lullaby:** Makes subject drowsy; –5 on Spot and Listen checks, –2 on Will saves against *sleep*.
- Mage Hand:** 5-pound telekinesis.
- Mending:** Makes minor repairs on an object.
- Message:** Whispered conversation at a distance.
- Open/Close:** Opens or closes small or light things.
- Prestidigitation:** Performs minor tricks.
- Read Magic:** Read scrolls and spellbooks.
- Resistance:** Subject gains +1 on saving throws.
- Summon Instrument:** Summons one instrument of the caster's choice.

1ST-LEVEL BARD SPELLS

- Alarm:** Wards an area for 2 hours/level.
- Animate Rope:** Makes a rope move at your command.
- Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- Charm Person:** Makes one person your friend.
- Comprehend Languages:** You understand all spoken and written languages.
- Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).
- Detect Secret Doors:** Reveals hidden doors within 60 ft.
- Disguise Self:** Changes your appearance.
- Erase:** Mundane or magical writing vanishes.
- Expedious Retreat:** Your speed increases by 30 ft.
- Feather Fall:** Objects or creatures fall slowly.
- Gilded Tongue*:** +10 on target's next Bluff, Diplomacy or Intimidate check.
- Grease:** Makes 10-ft. square or one object slippery.
- Hideous Laughter:** Subject loses actions for 1 round/ level.
- Hypnotism:** Fascinates 2d4 HD of creatures.
- Identify^M:** Determines properties of magic item.
- Lesser Confusion:** One creature is *confused* for 1 round.
- Magic Mouth^M:** Speaks once when triggered.
- Magic Aura:** Alters object's magic aura.
- Obscure Object:** Masks object against scrying.
- Project Voice*:** Target can be heard clearly within 300 ft., regardless of other noise.
- Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- Silent Image:** Creates minor illusion of your design.
- Sleep:** Puts 4 HD of creatures into magical slumber.
- Summon Monster I:** Calls extraplanar creature to fight for you.
- Undetectable Alignment:** Conceals alignment for 24 hours.
- Unseen Servant:** Invisible force obeys your commands.
- Ventriloquism:** Throws voice for 1 min./level.

2ND-LEVEL BARD SPELLS

- Alter Self:** Assume form of a similar creature.
- Animal Messenger:** Sends a Tiny animal to a specific place.
- Animal Trance:** Fascinates 2d6 HD of animals.
- Blindness/Deafness:** Makes subject blind or deaf.
- Blur:** Attacks miss subject 20% of the time.
- Calm Emotions:** Calms creatures, negating emotion effects.
- Cat's Grace:** Subject gains +4 to Dex for 1 min./level.
- Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).
- Darkness:** 20-ft. radius of supernatural shadow.
- Daze Monster:** Living creature of 6 HD or less loses next action.
- Delay Poison:** Stops poison from harming subject for 1 hour/level.
- Detect Thoughts:** Allows "listening" to surface thoughts.
- Eagle's Splendor:** Subject gains +4 to Cha for 1 min./level.
- Entrhall:** Captivates all within 100 ft. + 10 ft./level.
- Fox's Cunning:** Subject gains +4 to Int for 1 min./level.
- Glitterdust:** Blinds creatures, outlines invisible creatures.
- Heroism:** Gives +2 on attack rolls, saves, skill checks.
- Hold Person:** Paralyzes one humanoid for 1 round/level.
- Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures.
- Invisibility:** Subject is invisible for 1 min./level or until it attacks.
- Locate Object:** Senses direction toward object (specific or type).
- Minor Image:** As *silent image*, plus some sound.
- Mirror Image:** Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
- Misdirection:** Misleads divinations for one creature or object.
- Protection from Fey*:** +2 to AC and saves, counter mind control.
- Pyrotechnics:** Turns fire into blinding light or choking smoke.
- Rage:** Gives +2 to Str and Con, +1 on Will saves, -2 to AC.
- Scare:** Panics creatures of less than 6 HD.
- Shatter:** Sonic vibration damages objects or crystalline creatures.
- Silence:** Negates sound in 15-ft. radius.
- Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.
- Suggestion:** Compels subject to follow stated course of action.
- Summon Monster II:** Calls extraplanar creature to fight for you.
- Summon Swarm:** Summons swarm of bats, rats, or spiders.
- Tongues:** Speak any language.
- Whispering Wind:** Sends a short message 1 mile/level.

3RD-LEVEL BARD SPELLS

- Blink:** You randomly vanish and reappear for 1 round/level.
- Charm Monster:** Makes monster believe it is your ally.
- Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.
- Confusion:** Subjects behave oddly for 1 round/level.
- Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
- Daylight:** 60-ft. radius of bright light.
- Deep Slumber:** Puts 10 HD of creatures to sleep.
- Dispel Magic:** Cancels magical spells and effects.
- Displacement:** Attacks miss subject 50%.
- Fear:** Subjects within cone flee for 1 round/level.
- Gaseous Form:** Subject becomes insubstantial and can fly slowly.
- Geas, Lesser:** Commands subject of 7 HD or less.
- Glibness:** You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
- Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
- Illusory Script^M:** Only intended reader can decipher.
- Image Association*:** Targets associate a named person with an object or concept.

- Invisibility Sphere:** Makes everyone within 10 ft. invisible.
- Major Image:** As *silent image*, plus sound, smell and thermal effects.
- Phantom Steed:** Magic horse appears for 1 hour/level.
- Remove Curse:** Frees object or person from curse.
- Scrying^F:** Spies on subject from a distance.
- Sculpt Sound:** Creates new sounds or changes existing ones.
- Secret Page:** Changes one page to hide its real content.
- See Invisibility:** Reveals invisible creatures or objects.
- Sepia Snake Sigil^M:** Creates text symbol that immobilizes reader.
- Slow:** One subject/level takes only one action/round, -2 to AC and attack rolls.
- Speak with Animals:** You can communicate with animals.
- Stamp of Nobility*:** Subject gains +10 on Diplomacy, Intimidate and Sense Motive checks.
- Summon Monster III:** Calls extraplanar creature to fight for you.
- Tongue Tie*:** Creature becomes incapable of speech.
- Tiny Hut:** Creates shelter for ten creatures.

4TH-LEVEL BARD SPELLS

- Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
- Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).
- Detect Scrying:** Alerts you of magical eavesdropping.
- Dimension Door:** Teleports you short distance.
- Divine Personal History*:** Caster learns personal history of subject.
- Dominate Person:** Controls humanoid telepathically.
- Freedom of Movement:** Subject moves normally despite impediments.
- Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).
- Hold Monster:** As *hold person*, but any creature.
- Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.
- Legend Lore^{M F}:** Lets you learn tales about a person, place, or thing.
- Locate Creature:** Indicates direction to familiar creature.
- Modify Memory:** Changes 5 minutes of subject's memories.
- Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.
- Oliphant's Strength*:** Subject gains +6 enhancement bonus to Strength.
- Rainbow Pattern:** Lights fascinate 24 HD of creatures.
- Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.
- Secure Shelter:** Creates sturdy cottage.
- Shadow Conjuration:** Mimics conjuring below 4th level, but only 20% real.
- Shout:** Deafens all within cone and deals 5d6 sonic damage.
- Speak with Plants:** You can talk to normal plants and plant creatures.
- Summon Monster IV:** Calls extraplanar creature to fight for you.
- Zone of Silence:** Keeps eavesdroppers from overhearing conversations.

5TH-LEVEL BARD SPELLS

- Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.
- Dispel Magic, Greater:** As *dispel magic*, but +20 on check.
- Dream:** Sends message to anyone sleeping.
- False Vision^M:** Fools scrying with an illusion.
- Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- Mind Fog:** Subjects in fog get -10 to Wis and Will checks.
- Mirage Arcana:** As *hallucinatory terrain*, plus structures.
- Mislead:** Turns you invisible and creates illusory double.
- Nightmare:** Sends vision dealing 1d10 damage, fatigue.
- Persistent Image:** As *major image*, but no concentration required.
- Seeming:** Changes appearance of one person per two levels.
- Shadow Evocation:** Mimics evocation of lower than 5th level, but only 20% real.
- Shadow Walk:** Step into shadow to travel rapidly.

Song of Discord: Forces targets to attack each other.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Summon Monster V: Calls extraplanar creature to fight for you.

6TH-LEVEL BARD SPELLS

Analyze Dweomer^F: Reveals magical aspects of subject.

Animate Objects: Objects attack your foes.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Eyebite: Target becomes panicked, sickened, and comatose.

Find the Path: Shows most direct way to a location.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/level.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Giant's Might*: Subject gains +8 Strength and +2 Constitution.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Irresistible Dance: Forces subject to dance.

Permanent Image: Includes sight, sound, and smell.

Programmed Image^M: As *major image*, plus triggered by event.

Project Image: Illusory double can talk and cast spells.

Scrying, Greater: As *scrying*, but faster and longer.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Summon Monster VI: Calls extraplanar creature to fight for you.

Sympathetic Vibration: Deals 2d10 damage/round to freestanding structure.

Veil: Changes appearance of group of creatures.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Fox Shield*: Shield grants Combat Expertise for one round.

Guidance: +1 on one attack roll, saving throw, or skill check.

Inflict Minor Wounds: Touch attack, 1 point of damage.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Owl Shield*: Shield grants +3 to Spot checks.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Sphinx Shield*: Shield grants +4 to next Intelligence check.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL CLERIC SPELLS

Bane: Enemies take -1 on attack rolls and saves against fear.

Bless: Allies gain +1 on attack rolls and saves against fear.

Bless Water^M: Makes holy water.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Command: One subject obeys selected command for 1 round.

Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Curse Water^M: Makes unholy water.

Deathwatch: Reveals how near death subjects within 30 ft. are.

Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.

Detect Fey*: Reveals fey creatures within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.

Endure Elements: Exist comfortably in hot or cold environments.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Hide from Undead: Undead can't perceive one subject/level.

Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.

Magic Weapon: Weapon gains +1 bonus.

Mastiff Shield*: Shield grants a +1 or higher resistance bonus.

Obscuring Mist: Fog surrounds you.

Ox Shield*: Shield grants Endurance feat, +1 to Fortitude saves.

Protection from Fey*: +2 to AC and saves, counter mind control.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Summon Monster I: Calls extraplanar creature to fight for you.

2ND-LEVEL CLERIC SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Augury^{M F}: Learns whether an action will be good or bad.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Consecrate^M: Fills area with positive energy, making undead weaker.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Dangerous Augury*: Subject gains +2 AC against one threat, -2 against another.

Darkness: 20-ft. radius of supernatural shadow.

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Desecrate^M: Fills area with negative energy, making undead stronger.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

Find Traps: Notice traps as a rogue does.

Gentle Repose: Preserves one corpse.

Hold Person: Paralyzes one humanoid for 1 round/level.

Horse Shield*: Shield's wielder gains +5 initiative, uncanny dodge.

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Lion Shield*: Shield grants +2 or greater to attack and saves against fear.

Make Whole: Repairs an object.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shield Other^F: You take half of subject's damage.

Silence: Negates sound in 15-ft. radius.

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

Spiritual Weapon: Magic weapon attacks on its own.

Status: Monitors condition, position of allies.

Summon Monster II: Calls extraplanar creature to fight for you.

Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL CLERIC SPELLS

- Animate Dead**^M: Creates undead skeletons and zombies.
- Bestow Curse**: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- Blindness/Deafness**: Makes subject blinded or deafened.
- Contagion**: Infects subject with chosen disease.
- Continual Flame**^M: Makes a permanent, heatless torch.
- Create Food and Water**: Feeds three humans (or one horse)/level.
- Cure Serious Wounds**: Cures 3d8 damage +1/level (max +15).
- Daylight**: 60-ft. radius of bright light.
- Deeper Darkness**: Object sheds supernatural shadow in 60-ft. radius.
- Dispel Magic**: Cancels spells and magical effects.
- Glyph of Warding**^M: Inscription harms those who pass it.
- Helping Hand**: Ghostly hand leads subject to you.
- Inflict Serious Wounds**: Touch attack, 3d8 damage +1/level (max +15).
- Invisibility Purge**: Dispel invisibility within 5 ft./level.
- Lamb Shield**^{*}: Shield radiates *calm emotions* effect.
- Locate Object**: Senses direction toward object (specific or type).
- Magic Circle against Chaos/Evil/Good/Law**: As *protection* spells, but 10-ft. radius and 10 min./level.
- Magic Vestment**: Armor or shield gains +1 enhancement per four levels.
- Meld into Stone**: You and your gear merge with stone.
- Obscure Object**: Masks object against scrying.
- Prayer**: Allies +1 bonus on most rolls, enemies -1 penalty.
- Protection from Energy**: Absorb 12 points/level of damage from one kind of energy.
- Remove Blindness/Deafness**: Cures normal or magical conditions.
- Remove Curse**: Frees object or person from curse.
- Remove Disease**: Cures all diseases affecting subject.
- Searing Light**: Ray deals 1d8/two levels damage, more against undead.
- Speak with Dead**: Corpse answers one question/ two levels.
- Stone Shape**: Sculpts stone into any shape.
- Summon Monster III**: Calls extraplanar creature to fight for you.
- Tongue Tie**^{*}: Creature becomes incapable of speech.
- Water Breathing**: Subjects can breathe underwater.
- Water Walk**: Subject treads on water as if solid.
- Wind Wall**: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL CLERIC SPELLS

- Air Walk**: Subject treads on air as if solid (climb at 45-degree angle).
- Control Water**: Raises or lowers bodies of water.
- Cure Critical Wounds**: Cures 4d8 damage +1/ level (max +20).
- Death Ward**: Grants immunity to death spells and negative energy effects.
- Dimensional Anchor**: Bars extradimensional movement.
- Discern Lies**: Reveals deliberate falsehoods.
- Dismissal**: Forces a creature to return to native plane.
- Divination**^M: Provides useful advice for specific proposed actions.
- Divine Power**: You gain attack bonus, +6 to Str, and 1 hp/level.
- Freedom of Movement**: Subject moves normally despite impediments.
- Giant Vermin**: Turns centipedes, scorpions, or spiders into giant vermin.
- Imbue with Spell Ability**: Transfer spells to subject.
- Inflict Critical Wounds**: Touch attack, 4d8 damage +1/level (max +20).
- Leopard Shield**^{*}: Shield grants +2 bonus to Fortitude saves and 3 temporary hit points/ caster level.
- Magic Weapon, Greater**: +1 bonus/four levels (max +5).
- Neutralize Poison**: Immunizes subject against poison, detoxifies venom in or on subject.
- Oliphant's Strength**^{*}: Subject gains +6 enhancement bonus to Strength.
- Planar Ally, Lesser**^X: Exchange services with a 6 HD extraplanar creature.
- Poison**: Touch deals 1d10 Con damage, repeats in 1 min.
- Repel Vermin**: Insects, spiders, and other vermin stay 10 ft. away.

- Restoration**^M: Restores level and ability score drains.
- Sending**: Delivers short message anywhere, instantly.
- Spell Immunity**: Subject is immune to one spell per four levels.
- Summon Monster IV**: Calls extraplanar creature to fight for you.
- Tongues**: Speak any language.

5TH-LEVEL CLERIC SPELLS

- Atonement**^{F X}: Removes burden of misdeeds from subject.
- Bear Shield**^{*}: Shield grants +4 deflection bonus and 1d4+2 Strength enhancement bonus.
- Break Enchantment**: Frees subjects from enchantments, alterations, curses, and petrification.
- Command, Greater**: As *command*, but affects one subject/level.
- Commune**^X: Deity answers one yes-or-no question/level.
- Cure Light Wounds, Mass**: Cures 1d8 damage +1/level for many creatures.
- Dispel Chaos/Evil/Good/Law**: +4 bonus against attacks.
- Disrupting Weapon**: *Melee weapon destroys undead.*
- Flame Strike**: Smite foes with divine fire (1d6/level damage).
- Hallow**^M: Designates location as holy.
- Inflict Light Wounds, Mass**: Deals 1d8 damage +1/level to many creatures.
- Insect Plague**: Locust swarms attack creatures.
- Mark of Justice**: Designates action that will trigger *curse* on subject.
- Plane Shift**^F: As many as eight subjects travel to another plane.
- Raise Dead**^M: Restores life to subject who died as long as one day/level ago.
- Rally**^{*}: Allies gain +3 on attack rolls, +4 on saves against fear.
- Righteous Might**: Your size increases, and you gain combat bonuses.
- Scrying**^F: Spies on subject from a distance.
- Slay Living**: Touch attack kills subject.
- Spell Resistance**: Subject gains SR 12 + level.
- Summon Monster V**: Calls extraplanar creature to fight for you.
- Symbol of Pain**^M: Triggered rune wracks nearby creatures with pain.
- Symbol of Sleep**^M: Triggered rune puts nearby creatures into catatonic slumber.
- True Seeing**^M: Lets you see all things as they really are.
- Unhallow**^M: Designates location as unholy.
- Wall of Stone**: Creates a stone wall that can be shaped.

6TH-LEVEL CLERIC SPELLS

- Animate Objects**: Objects attack your foes.
- Antilife Shell**: 10-ft. field hedges out living creatures.
- Banishment**: Banishes 2 HD/level of extraplanar creatures.
- Bear's Endurance, Mass**: As *bear's endurance*, affects one subject/ level.
- Blade Barrier**: Wall of blades deals 1d6/level damage.
- Bull's Strength, Mass**: As *bull's strength*, affects one subject/level.
- Create Undead**: Create ghouls, ghosts, mummies, or mohrgs.
- Cure Moderate Wounds, Mass**: Cures 2d8 damage +1/level for many creatures.
- Dispel Magic, Greater**: As *dispel magic*, but up to +20 on check.
- Eagle's Splendor, Mass**: As *eagle's splendor*, affects one subject/level.
- Find the Path**: Shows most direct way to a location.
- Forbiddance**^M: Blocks planar travel, damages creatures of different alignment.
- Geas/Quest**: As *lesser geas*, plus it affects any creature.
- Giant's Might**^{*}: Subject gains +8 Strength and +2 Constitution.
- Glyph of Warding, Greater**: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
- Harm**: Deals 10 points/ level damage to target.
- Heal**: Cures 10 points/level of damage, all diseases and mental conditions.
- Heroes' Feast**: Food for one creature/ level cures and grants combat bonuses.
- Inflict Moderate Wounds, Mass**: Deals 2d8 damage +1/level to many creatures.
- Owl's Wisdom, Mass**: As *owl's wisdom*, affects one subject/level.
- Planar Ally**^X: As *lesser planar ally*, but up to 12 HD.
- Summon Monster VI**: Calls extraplanar creature to fight for you.
- Symbol of Fear**^M: Triggered rune panics nearby creatures.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.
Undeath to Death^M: Destroys 1d4 HD/level undead (max 20d4).
Wind Walk: You and your allies turn vaporous and travel fast.
Wolf Shield^{*}: Shield grants fast healing 2.
Word of Recall: Teleports you back to designated place.

7TH-LEVEL CLERIC SPELLS

Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.
Boar Shield^{*}: Shield grants +8 to Strength and Constitution, +4 on Will saves, fast healing 1 and -2 to AC.
Control Weather: Changes weather in local area.
Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Destruction^F: Kills subject and destroys remains.
Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects.
Ethereal Jaunt: You become ethereal for 1 round/level.
Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects.
Inflict Serious Wounds, Mass: Deals 3d8 damage +1/level to many creatures.
Refuge^M: Alters item to transport it to you.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Repulsion: Creatures can't approach you.
Restoration, Greater^X: As *restoration*, plus restores all levels and ability scores.
Resurrection^M: Fully restore dead subject.
Scrying, Greater: As *scrying*, but faster and longer.
Summon Monster VII: Calls extraplanar creature to fight for you.
Symbol of Stunning^M: Triggered rune stuns nearby creatures.
Symbol of Weakness^M: Triggered rune weakens nearby creatures.
Word of Chaos: Kills, *confuses*, stuns, or deafens nonchaotic subjects.

8TH-LEVEL CLERIC SPELLS

Antimagic Field: Negates magic within 10 ft.
Cloak of Chaos^F: +4 to AC, +4 resistance, and SR 25 against lawful spells.
Create Greater Undead^M: Create shadows, wraiths, spectres, or devoursers.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.
Discern Location: Reveals exact location of creature or object.
Earthquake: Intense tremor shakes 5-ft./level radius.
Fire Storm: Deals 1d6/level fire damage.
Holy Aura^F: +4 to AC, +4 resistance, and SR 25 against evil spells.
Hydra Shield^{*}: Shield grants +1d6 extra damage, +2d6 against powerful monsters.
Planar Ally, Greater^X: As *lesser planar ally*, but up to 18 HD.
Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.
Shield of Law^F: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.
Summon Monster VIII: Calls extraplanar creature to fight for you.
Symbol of Death^M: Triggered rune slays nearby creatures.
Symbol of Insanity^M: Triggered rune renders nearby creatures insane.
Tortoise Shield^{*}: Shield's bearer gains +6 natural armor and damage reduction 10/ adamantine.
Unholy Aura^F: +4 to AC, +4 resistance, and SR 25 against good spells.
Wyrm's Strength^{*}: Subject gains +12 Strength and +6 Constitution.

9TH-LEVEL CLERIC SPELLS

Astral Projection^M: Projects you and companions onto Astral Plane.
Cloak of the Phoenix^{*}: Subjects receive effects of *raise dead* if slain.
Energy Drain: Subject gains 2d4 negative levels.
Etherealness: Travel to Ethereal Plane with companions.
Gate^X: Connects two planes for travel or summoning.
Heal, Mass: As *heal*, but with several subjects.
Implosion: Kills one creature/round.

Miracle^X: Requests a deity's intercession.
Phoenix Shield^{*}: Shield grants *resurrection* if bearer is slain.
Soul Bind^F: Traps newly dead soul to prevent *resurrection*.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Monster IX: Calls extraplanar creature to fight for you.
True Resurrection^M: As *resurrection*, plus remains aren't needed.
Wyrm Shield^{*}: Shield grants +8 Strength, greater thundering quality, adamantine quality.

NEW CLERIC DOMAIN

HERALDRY DOMAIN

Granted Power: You cast heraldry spells at +1 caster level. You also receive a +2 circumstance bonus on Craft (heraldry) and Knowledge (heraldry) checks.

HERALDRY DOMAIN SPELLS

1 Mastiff Shield^{*}: Shield grants a +1 or higher resistance bonus.
2 Lion Shield^{*}: Shield grants +2 or greater to attack and saves against fear.
3 Lamb Shield^{*}: Shield radiates *calm emotions* effect.
4 Leopard Shield^{*}: Shield grants +2 bonus to Fortitude saves and 3 temporary hit points/caster level.
5 Bear Shield^{*}: Shield grants a +4 deflection bonus and 1d4+2 Strength enhancement bonus.
6 Wolf Shield^{*}: Shield grants fast healing 2.
7 Boar Shield^{*}: Shield grants +8 to Strength and Constitution, +4 to Will saves, fast healing 1 and -2 to AC.
8 Tortoise Shield^{*}: Shield grants +6 natural armor and damage reduction 10/adamantine.
9 Wyrm Shield^{*}: Shield grants +8 Strength, greater thundering quality, adamantine quality.

DRUID SPELLS

0-LEVEL DRUID SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water.
Cure Minor Wounds: Cures 1 point of damage.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Flare: Dazzles one creature (-1 penalty on attack rolls).
Guidance: +1 on one attack roll, saving throw, or skill check.
Know Direction: You discern north.
Light: Object shines like a torch.
Mending: Makes minor repairs on an object.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 bonus on saving throws.
Virtue: Subject gains 1 temporary hp.
Wild Quiet^{*}: Muffles noise made by mundane animals.

1ST-LEVEL DRUID SPELLS

Calm Animals: Calms (2d4 + level) HD of animals.
Charm Animal: Makes one animal your friend.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Animals or Plants: Detects kinds of animals or plants.
Detect Fey^{*}: Reveals fey creatures within 60 ft.
Detect Snares and Pits: Reveals natural or primitive traps.
Endure Elements: Exist comfortably in hot or cold environments.
Entangle: Plants entangle everyone in 40-ft.-radius.
Faerie Fire: Outlines subjects with light, canceling *blur*, concealment, and the like.



Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).
Hide from Animals: Animals can't perceive one subject/level.
Jump: Subject gets bonus on Jump checks.
Longstrider: Your speed increases by 10 ft.
Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.
Obscuring Mist: Fog surrounds you.
Pass without Trace: One subject/level leaves no tracks.
Produce Flame: 1d6 damage +1/level, touch or thrown.
Protection from Fey*: +2 to AC and saves, counter mind control.
Shillelagh: Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.
Speak with Animals: You can communicate with animals.
Summon Nature's Ally I: Calls creature to fight.

2ND-LEVEL DRUID SPELLS

Animal Messenger: Sends a Tiny animal to a specific place.
Animal Trance: Fascinates 2d6 HD of animals.
Barkskin: Grants +2 (or higher) enhancement to natural armor.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Chill Metal: Cold metal damages those who touch it.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Fire Trap^M: Opened object deals 1d4 +1/level damage.
Flame Blade: Touch attack deals 1d8 +1/two levels damage.
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Fog Cloud: Fog obscures vision.
Gust of Wind: Blows away or knocks down smaller creatures.
Heat Metal: Make metal so hot it damages those who touch it.

Hold Animal: Paralyzes one animal for 1 round/level.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Reduce Animal: Shrinks one willing animal.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.
Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.
Spider Climb: Grants ability to walk on walls and ceilings.
Summon Nature's Ally II: Calls creature to fight.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Tree Shape: You look exactly like a tree for 1 hour/level.
Warp Wood: Bends wood (shaft, handle, door, plank).
Wood Shape: Rearranges wooden objects to suit you.

3RD-LEVEL DRUID SPELLS

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.
Calm Weather*: Creates bubble of calm weather.
Contagion: Infects subject with chosen disease.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Daylight: 60-ft. radius of bright light.
Diminish Plants: Reduces size or blights growth of normal plants.
Dominate Animal: Subject animal obeys silent mental commands.
Magic Fang, Greater: One natural weapon of subject creature gets +1 three levels on attack and damage rolls (max +5).
Meld into Stone: You and your gear merge with stone.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Plant Growth: Grows vegetation, improves crops.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

- Quench:** Extinguishes nonmagical fires or one magic item.
- Remove Disease:** Cures all diseases affecting subject.
- Sleet Storm:** Hampers vision and movement.
- Snare:** Creates a magic booby trap.
- Speak with Plants:** You can talk to normal plants and plant creatures.
- Spike Growth:** Creatures in area take 1d4 damage, may be *slowed*.
- Stone Shape:** Sculpts stone into any shape.
- Summon Nature's Ally III:** Calls creature to fight.
- Water Breathing:** Subjects can breathe underwater.
- Wind Wall:** Deflects arrows, smaller creatures, and gases.

4TH-LEVEL DRUID SPELLS

- Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
- Antiplant Shell:** Keeps animated plants at bay.
- Blight:** Withers one plant or deals 1d6/level damage to plant creature.
- Command Plants:** Sway the actions of one or more plant creatures.
- Control Water:** Raises or lowers bodies of water.
- Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
- Dispel Magic:** Cancels spells and magical effects.
- Flame Strike:** Smite foes with divine fire (1d6/level damage).
- Freedom of Movement:** Subject moves normally despite impediments.
- Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
- Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
- Reincarnate:** Brings dead subject back in a random body.
- Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.
- Rusting Grasp:** Your touch corrodes iron and alloys.
- Scrying^F:** Spies on subject from a distance.
- Spike Stones:** Creatures in area take 1d8 damage, may be *slowed*.
- Summon Nature's Ally IV:** Calls creature to fight.

5TH-LEVEL DRUID SPELLS

- Animal Growth:** One animal/two levels doubles in size.
- Atonement:** Removes burden of misdeeds from subject.
- Awaken^X:** Animal or tree gains human intellect.
- Baleful Polymorph:** Transforms subject into harmless animal.
- Call Lightning Storm:** As *call lightning*, but 5d6 damage per bolt.
- Commune with Nature:** Learn about terrain for 1 mile/level.
- Control Winds:** Change wind direction and speed.
- Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).
- Death Ward:** Grants immunity to all death spells and negative energy effects.
- Hallow^M:** Designates location as holy.
- Insect Plague:** Locust swarms attack creatures.
- Stoneskin^M:** Ignore 10 points of damage per attack.
- Summon Nature's Ally V:** Calls creature to fight.
- Transmute Mud to Rock:** Transforms two 10-ft. cubes per level.
- Transmute Rock to Mud:** Transforms two 10-ft. cubes per level.
- Tree Stride:** Step from one tree to another far away.
- Unhallow^M:** Designates location as unholy.
- Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
- Wall of Thorns:** Thorns damage anyone who tries to pass.

6TH-LEVEL DRUID SPELLS

- Antilife Shell:** 10-ft.-radius field hedges out living creatures.
- Bear's Endurance, Mass:** As *bear's endurance*, affects one subject/level.
- Bull's Strength, Mass:** As *bull's strength*, affects one subject/level.
- Cat's Grace, Mass:** As *cat's grace*, affects one subject/level.
- Conjure Cavern^{*}:** Creates cave in unworked stone or earth.
- Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.

- Dispel Magic, Greater:** As *dispel magic*, but +20 on check.
- Find the Path:** Shows most direct way to a location.
- Fire Seeds:** Acorns and berries become grenades and bombs.
- Ironwood:** Magic wood is strong as steel.
- Liveoak:** Oak becomes treant guardian.
- Move Earth:** Digs trenches and builds hills.
- Owl's Wisdom, Mass:** As *owl's wisdom*, affects one subject/level.
- Repel Wood:** Pushes away wooden objects.
- Spellstaff:** Stores one spell in wooden quarterstaff.
- Stone Tell:** Talk to natural or worked stone.
- Summon Nature's Ally VI:** Calls creature to fight.
- Transport via Plants:** Move instantly from one plant to another of the same kind.
- Wall of Stone:** Creates a stone wall that can be shaped.

7TH-LEVEL DRUID SPELLS

- Animate Plants:** One or more plants animate and fight for you.
- Bubbling Murk^{*}:** Transforms a body of water into acid.
- Changestaff:** Your staff becomes a treant on command.
- Control Weather:** Changes weather in local area.
- Creeping Doom:** Swarms of centipedes attack at your command.
- Cure Moderate Wounds, Mass:** Cures 2d8 damage +1/level for many creatures.
- Fire Storm:** Deals 1d6/level fire damage.
- Heal:** Cures 10 points/level of damage, all diseases and mental conditions.
- Raise Foundation^{*}:** Raises stone from underground.
- Scrying, Greater:** As *scrying*, but faster and longer.
- Summon Nature's Ally VII:** Calls creature to fight.
- Sunbeam:** Beam blinds and deals 4d6 damage.
- Transmute Metal to Wood:** Metal within 40 ft. becomes wood.
- True Seeing^M:** Lets you see all things as they really are.
- Wind Walk:** You and your allies turn vaporous and travel fast.

8TH-LEVEL DRUID SPELLS

- Animal Shapes:** One ally/level polymorphs into chosen animal.
- Control Plants:** Control actions of one or more plant creatures.
- Cure Serious Wounds, Mass:** Cures 3d8 damage +1/level for many creatures.
- Earthquake:** Intense tremor shakes 5-ft./level radius.
- Finger of Death:** Kills one subject.
- Repel Metal or Stone:** Pushes away metal and stone.
- Reverse Gravity:** Objects and creatures fall upward.
- Summon Nature's Ally VIII:** Calls creature to fight.
- Sunburst:** Blinds all within 10 ft., deals 6d6 damage.
- Whirlwind:** Cyclone deals damage and can pick up creatures.
- Word of Recall:** Teleports you back to designated place.

9TH-LEVEL DRUID SPELLS

- Antipathy:** Object or location affected by spell repels certain creatures.
- Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level for many creatures.
- Elemental Swarm:** Summons multiple elementals.
- Foresight:** "Sixth sense" warns of impending danger.
- Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- Shambler:** Summons 1d4+2 shambling mounds to fight for you.
- Shapechange^F:** Transforms you into any creature, and change forms once per round.
- Storm of Vengeance:** Storm rains acid, lightning, and hail.
- Summon Nature's Ally IX:** Calls creature to fight.
- Sympathy^M:** Object or location attracts certain creatures.

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

- Bless:** Allies gain +1 on attack rolls and +1 on saves against fear.
Bless Water: Makes holy water.
Bless Weapon: Weapon strikes true against evil foes.
Create Water: Creates 2 gallons/level of pure water.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Poison: Detects poison in one creature or small object.
Detect Undead: Reveals undead within 60 ft.
Divine Favor: You gain +1 per three levels on attack and damage rolls.
Endure Elements: Exist comfortably in hot or cold environments.
Magic Weapon: Weapon gains +1 bonus.
Protection from Chaos/Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Protection from Fey*: +2 to AC and saves, counter mind control.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Restoration, Lesser: Dispel magical ability penalty or repairs 1d4 ability damage.
Virtue: Subject gains 1 temporary hp.

2ND-LEVEL PALADIN SPELLS

- Bull's Strength:** Subject gains +4 to Str for 1 min./level.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Shield Other^F: You take half of subject's damage.
Undetectable Alignment: Conceals alignment for 24 hours.
Vigil of Illumination*: Receive vision of quest during vigil.
Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL PALADIN SPELLS

- Bear Shield*:** Shield grants +4 deflection bonus and 1d4+2 Strength enhancement bonus.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Daylight: 60-ft. radius of bright light.
Discern Lies: Reveals deliberate falsehoods.
Dispel Magic: Cancels spells and magical effects.
Heal Mount: As *heal* on warhorse or other special mount.
Magic Circle against Chaos: As *protection from chaos*, but 10-ft. radius and 10 min./level.
Magic Circle against Evil: As *protection from evil*, but 10-ft. radius and 10 min./level.
Magic Weapon, Greater: +1 bonus/four levels (max +5).
Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.
Remove Blindness/Deafness: Cures normal or magical conditions.
Remove Curse: Frees object or person from curse.

4TH-LEVEL PALADIN SPELLS

- Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Death Ward: Grants immunity to death spells and negative energy effects.
Dispel Chaos: +4 bonus against attacks by chaotic creatures.
Dispel Evil: +4 bonus against attacks by evil creatures.
Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.
Mark of Justice: Designates action that will trigger *curse* on subject.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

- Rally*:** Allies gain +3 on attack rolls, +4 on saves against fear.
Restoration^M: Restores level and ability score drains.
Sacred Blazon*: You gain energy resistance, +4 Str, and double your movement.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

- Alarm:** Wards an area for 2 hours/level.
Animal Messenger: Sends a Tiny animal to a specific place.
Calm Animals: Calms (2d4 + level) HD of animals.
Charm Animal: Makes one animal your friend.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Detect Animals or Plants: Detects kinds of animals or plants.
Detect Fey*: Reveals fey creatures within 60 ft.
Detect Poison: Detects poison in one creature or object.
Detect Snares and Pits: Reveals natural or primitive traps.
Endure Elements: Exist comfortably in hot or cold environments.
Entangle: Plants entangle everyone in 40-ft.-radius circle.
Hide from Animals: Animals can't perceive one subject/level.
Jump: Subject gets bonus on Jump checks.
Longstrider: Increases your speed.
Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
Pass without Trace: One subject/level leaves no tracks.
Protection from Fey*: +2 to AC and saves, counter mind control.
Read Magic: Read scrolls and spellbooks.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Speak with Animals: You can communicate with animals.
Summon Nature's Ally I: Calls animal to fight for you.
Wild Quiet*: Muffles noise made by mundane animals.

2ND-LEVEL RANGER SPELLS

- Barkskin:** Grants +2 (or higher) enhancement to natural armor.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Hold Animal: Paralyzes one animal for 1 round/level.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Snare: Creates a magic booby trap.
Speak with Plants: You can talk to normal plants and plant creatures.
Spike Growth: Creatures in area take 1d4 damage, may be *slowed*.
Summon Nature's Ally II: Calls animal to fight for you.
Wind Wall: Deflects arrows, smaller creatures, and gases.

3RD-LEVEL RANGER SPELLS

- Command Plants:** Sway the actions of one or more plant creatures.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Darkvision: See 60 ft. in total darkness.
Diminish Plants: Reduces size or blights growth of normal plants.
Magic Fang, Greater: One natural weapon of subject creature gets +1 three caster levels on attack and damage rolls (max +5).
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Plant Growth: Grows vegetation, improves crops.
Reduce Animal: Shrinks one willing animal.
Remove Disease: Cures all diseases affecting subject.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Summon Nature's Ally III: Calls animal to fight for you.

Tree Shape: You look exactly like a tree for 1 hour/level.

Water Walk: Subject treads on water as if solid.

4TH-LEVEL RANGER SPELLS

Animal Growth: One animal/two levels doubles in size.

Commune with Nature: Learn about terrain for 1 mile/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Freedom of Movement: Subject moves normally despite impediments.

Nondetection^M: Hides subject from divination, scrying.

Summon Nature's Ally IV: Calls animal to fight for you.

Tree Stride: Step from one tree to another far away.

SORCERER/WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS (GANTRIPS)

Abjur **Dirtwall^{*}:** Subject is protected from dirtiness.

Resistance: Subject gains +1 on saving throws.

Conj **Acid Splash:** Orb deals 1d3 acid damage.

Div **Detect Poison:** Detects poison in one creature or small object.

Detect Magic: Detects spells and magic items within 60 ft.

Read Magic: Read scrolls and spellbooks.

Ench **Adde^{*}:** Target loses train of thought until next action.

Daze: Humanoid creature of 4 HD or less loses next action.

Evoc **Dancing Lights:** Creates torches or other lights.

Flare: Dazzles one creature (-1 on attack rolls).

Light: Object shines like a torch.

Ray of Frost: Ray deals 1d3 cold damage.

Illus **Ghost Sound:** Figment sounds.

Wild Quiet^{*}: Muffles noise made by mundane animals.

Necro **Disrupt Undead:** Deals 1d6 damage to one undead.

Touch of Fatigue: Touch attack fatigues target.

Trans **Fermentation^{*}:** Chosen drink's alcohol content increases.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Univ **Arcane Mark:** Inscribe a personal rune (visible or invisible).

Prestidigitation: Performs minor tricks.

1ST-LEVEL SORCERER/WIZARD SPELLS

Abjur **Alarm:** Wards an area for 2 hours/level.

Endure Elements: Exist comfortably in hot or cold environments.

Hold Portal: Holds door shut.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Protection from Fey^{*}: +2 to AC and saves, counter mind control.

Shield: Invisible disc gives +4 to AC, blocks *magic missiles*.

Conj **Grease:** Makes 10-ft. square or one object slippery.

Mage Armor: Gives subject +4 armor bonus.

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

Summon Monster I: Calls extraplanar creature to fight for you.

Unseen Servant: Invisible force obeys your commands.

Div **Comprehend Languages:** You understand all spoken and written languages.

Detect Fey^{*}: Reveals fey creatures within 60 ft.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Identify^M: Determines properties of magic item.

True Strike: +20 on your next attack roll.

Ench **Charm Person:** Makes one person your friend.

Gilded Tongue^{*}: +10 on target's next Bluff, Diplomacy or Intimidate check.

Hypnotism: Fascinates 2d4 HD of creatures.

Sleep: Puts 4 HD of creatures into magical slumber.

Evoc **Burning Hands^M:** 1d4/level fire damage (max 5d4).

Magic Missile^M: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Mathonwy's Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Shocking Grasp^M: Touch delivers 1d6/level electricity damage (max 5d6).

Illus **Color Spray:** Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.

Disguise Self: Changes your appearance.

Morganna's Magic Aura: Alters object's magic aura.

Obscure^{*}: Object or person is visually blurred.

Reverse Field^{*}: Target's sense of direction is reversed.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 min./level.

Necro **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.

Trans **Animate Rope:** Makes a rope move at your command.

Death Strike^{*}: Affected weapon's next blow does double damage.

Emblazon^{*}: Permanently marks clothing or armor with insignia.

Enlarge Person: Humanoid creature doubles in size.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Flavorlock^{*}: Makes food fresh and magically preserved.

Jump: Subject gets bonus on Jump checks.

Inscribe^{*}: Carves inscription into target surface.

Magic Weapon: Weapon gains +1 bonus.

Reduce Person: Humanoid creature halves in size.

Sharpen^{*}: Restores a blunted weapon or adds +1 to damage.

Sticking Scabbard^{*}: Sheathed weapon becomes difficult to draw.

2ND-LEVEL SORCERER/WIZARD SPELLS

Abjur **Arcane Lock^M:** Magically locks a portal or chest.

Obscure Object: Masks object against scrying.

Protection from Arrows: Subject immune to most ranged attacks.

Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.

Conj **Acid Arrow^M:** Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Fog Cloud: Fog obscures vision.

Glitterdust: Blinds creatures, outlines invisible creatures.

Hangman's Tree^{*}: Subject is affixed to tree or building upon death.

Summon Monster II: Calls extraplanar creature to fight for you.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Web: Fills 20-ft.-radius spread with sticky spiderwebs.

Div **Dangerous Augury^{*}:** Subject gains +2 AC against one threat, -2 against another.

Detect Thoughts: Allows "listening" to surface thoughts.

Locate Object: Senses direction toward object (specific or type).

See Invisibility: Reveals invisible creatures or objects.

Ench **Adversity^{*}:** Subject suffers -10 penalty on Charisma checks, hostile reactions.

Daze Monster: Living creature of 6 HD or less loses next action.

Duessa's Hideous Laughter: Subject loses actions for 1 round/level.

Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.



- Evoc **Continual Flame**^M: Makes a permanent, heatless torch.
Darkness: 20-ft. radius of supernatural shadow.
Flaming Sphere^M: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Gust of Wind: Blows away or knocks down smaller creatures.
Scorching Ray^M: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
Shatter: Sonic vibration damages objects or crystalline creatures.
Starburst^{*}: Missile weapon gives off burst of blinding light.
- Illus **Blur**: Attacks miss subject 20% of the time.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Magic Mouth^M: Speaks once when triggered.
Minor Image: As *silent image*, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misdirection: Misleads divinations for one creature or object.
Phantom Trap^M: *Makes item seem trapped*.
Project Voice^{*}: Target can be heard clearly within 300 ft., regard less of other noise.
- Necro **Blindness/Deafness**: Makes subject blinded or deafened.
Command Undead: Undead creature obeys your commands.
False Life: Gain 1d10 temporary hp +1/level (max +10).
Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.
Protective Sleep^{*}: Places wounded subject into coma until healed.
Scare: Panics creatures of less than 6 HD.
Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.
- Trans **Alter Self**: Assume form of a similar creature.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Blunt Edge^{*}: Bladed weapon does half damage until sharpened.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Darkvision: See 60 ft. in total darkness.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Fox's Cunning: Subject gains +4 Int for 1 min./level.
Inscription, Mutable^{*}: As *inscribe*, but caster may later alter message.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Reinforcement^{*}: Increases object's hardness and hit points.
Rope Trick: *As many as eight creatures hide in extradimensional space*.
Spider Climb: Grants ability to walk on walls and ceilings.
Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Dispel Magic**: Cancels magical spells and effects.
Explosive Runes: Deals 6d6 damage when read.
Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.
Nondetection^M: Hides subject from divination, scrying.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Spell Shield^{*}: Grants spell resistance 10 against directly targeted spells.
- Conj **Phantom Steed**: Magic horse appears for 1 hour/level.
Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.
Sleet Storm: Hampers vision and movement.
Stinking Cloud: Nauseating vapors, 1 round/level.
Summon Monster III: Calls extraplanar creature to fight for you.

- Div **Arcane Sight**: Magical auras become visible to you.
Cclairaudience/Cclairvoyance: Hear or see at a distance for 1 min./level.
Tongues: Speak any language.
- Ench **Deep Slumber**: Puts 10 HD of creatures to sleep.
Discern Lineage^{*}: Reveals target's family tree.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Image Association^{*}: Targets associate a named person with an object or concept.
Rage: Subjects gains +2 to Str and Con, +1 on Will saves. -2 to AC.
Stamp of Nobility^{*}: Subject gains +10 on Diplomacy, Intimidate and Sense Motive checks.
Suggestion: Compels subject to follow stated course of action.
- Evoc **Ceridwen's Tiny Hut**: Creates shelter for ten creatures.
Daylight: 60-ft. radius of bright light.
Fireball^M: 1d6 damage per level, 20-ft. radius.
Imbue Weapon^{*}: Spend hit points to give weapon magical powers.
Lightning Bolt^M: Electricity deals 1d6/level damage.
Wind Wall: Deflects arrows, smaller creatures, and gases.
- Illus **Displacement**: Attacks miss subject 50%.
Illusory Script^M: Only intended reader can decipher.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Major Image: As *silent image*, plus sound, smell and thermal effects.
Visitation^{*}: Caster's image appears before subject to deliver a message.
- Necro **Gentle Repose**: Preserves one corpse.
Halt Undead: *Immobilizes undead for 1 round/level*.
Ray of Exhaustion: Ray makes subject exhausted.
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.
- Trans **Blink**: *You randomly vanish and reappear for 1 round/level*.
Flame Arrow: Arrows deal +1d6 fire damage.
Fly: Subject flies at speed of 60 ft.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Keen Edge: Doubles normal weapon's threat range.
Magic Weapon, Greater: +1/four levels (max +5).
Secret Page: Changes one page to hide its real content.
Secure Footing^{*}: You can walk on almost any surface.
Shrink Item: Object shrinks to one-sixteenth size.
Slow: One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.
Softwall^{*}: Halves hardness and hit points of affected portion of wall.
Tongue Tie^{*}: Creature becomes incapable of speech.
Water Breathing: Subjects can breathe underwater.

4TH-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Bulwark**^{*}: Permanently increases hit points and hardness of structure.
Dimensional Anchor: *Bars extradimensional movement*.
Fire Trap^M: Opened object deals 1d4 damage +1/level.
Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
Remove Curse: Frees object or person from curse.
Stoneskin^M: Ignore 10 points of damage per attack.
- Conj **Archimago's Black Tentacles**: Tentacles grapple all within 15 ft. spread.
Bridge of Air^{*}: Creates invisible bridge.
Calm Weather^{*}: Creates bubble of calm weather.
Ceridwen's Secure Shelter: Creates sturdy cottage.
Dimension Door: Teleports you short distance.
Hangman's Grove^{*}: Covers area in *hangman's tree* effect.

- Minor Creation:** Creates one cloth or wood object.
- Solid Fog:** Blocks vision and slows movement.
- Summon Monster IV:** Calls extraplanar creature to fight for you.
- Div **Arcane Eye:** Invisible floating eye moves 30 ft./round.
- Detect Scrying:** Alerts you of magical eavesdropping.
- Divine Personal History*:** Caster learns personal history of subject.
- Locate Creature:** Indicates direction to familiar creature.
- Piercing Sight*:** Caster can see through one inch of leather, wood or metal.
- Scrying^F:** Spies on subject from a distance.
- Ench **Charm Monster:** Makes monster believe it is your ally.
- Confusion:** Subjects behave oddly for 1 round/level.
- Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- Geas, Lesser:** Commands subject of 7 HD or less.
- Evoc **Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
- Ice Storm^M:** Hail deals 5d6 damage in cylinder 40 ft. across.
- Mathonwy's Resilient Sphere:** Force globe protects but traps one subject.
- Shout^M:** Deafens all within cone and deals 5d6 sonic damage.
- Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
- Wall of Ice:** *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.
- Illus **Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).
- Illusory Wall:** Wall, floor, or ceiling looks real, but anything can pass through.
- Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.
- Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
- Rainbow Pattern:** Lights fascinate 24 HD of creatures.
- Selective Silence*:** Selected subjects cannot be overheard.
- Shadow Conjunction:** Mimics conjuration below 4th level, but only 20% real.
- Visitation, Disguised*:** As *visitation*, but image can appear as anyone.
- Necro **Animate Dead^M:** *Creates undead skeletons and zombies.*
- Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- Contagion:** Infects subject with chosen disease.
- Enervation:** Subject gains 1d4 negative levels.
- Fear:** Subjects within cone flee for 1 round/level.
- Trans **Enlarge Person, Mass:** Enlarges several creatures.
- Morganna's Mnemonic Enhancer^F:** *Wizard only.* Prepares extra spells or retains one just cast.
- Oliphant's Strength*:** Subject gains +6 enhancement bonus to Strength.
- Polymorph:** Gives one willing subject a new form.
- Reduce Person, Mass:** Reduces several creatures.
- Shifting Ground*:** Earth tremor knocks creatures prone.
- Stone Shape:** Sculpts stone into any shape.

5TH-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
- Dismissal:** Forces a creature to return to native plane.
- Eldritch Fortification*:** Structure is protected from magical attack.
- Myrddin's Private Sanctum:** Prevents anyone from viewing or scrying an area for 24 hours.
- Conj **Cloudkill:** Kills 3HD or less; 4-6HD save or die, 6+HD take Con damage.
- Myrddin's Faithful Hound:** Phantom dog can guard, attack.

- Major Creation:** As *minor creation*, plus stone and metal.
- Planar Binding, Lesser:** Traps extraplanar creature of 6 HD or less until it performs a task.
- Secret Chest^F:** *Hides expensive chest on Ethereal Plane; you retrieve it at will.*
- Spell Shield, Greater*:** Shield grants spell resistance, bonus to saving throws.
- Summon Monster V:** Calls extraplanar creature to fight for you.
- Teleport:** *Instantly transports you as far as 100 miles/level.*
- Wall of Stone:** Creates a stone wall that can be shaped.
- Div **Contact Other Plane:** *Lets you ask question of extraplanar entity.*
- Morganna's Telepathic Bond:** Link lets allies communicate.
- Prying Eyes:** 1d4 +1/level floating eyes scout for you.
- Sensory Bond*:** Link indicates location of bonded creature.
- Ench **Dominate Person:** Controls humanoid telepathically.
- Feeblemind:** Subject's Int and Cha drop to 1.
- Hold Monster:** As *hold person*, but any creature.
- Mind Fog:** Subjects in fog get -10 to Wis and Will checks.
- Symbol of Sleep^M:** Triggered rune puts nearby creatures into catatonic slumber.
- Evoc **Archimago's Interposing Hand:** Hand provides cover against one opponent.
- Cone of Cold^M:** 1d6/level cold damage.
- Sending:** Delivers short message anywhere, instantly.
- Wall of Force:** Wall is immune to damage.
- Illus **Dream:** Sends message to anyone sleeping.
- False Vision^M:** Fools scrying with an illusion.
- Mirage Arcana:** As *hallucinatory terrain*, plus structures.
- Nightmare:** Sends vision dealing 1d10 damage, fatigue.
- Persistent Image:** As *major image*, but no concentration required.
- Seeming:** Changes appearance of one person per two levels.
- Shadow Evocation:** Mimics evocation below 5th level, but only 20% real.
- Necro **Blight:** Withers one plant or deals 1d6/level damage to plant creature.
- Magic Jar^F:** Enables possession of another creature.
- Symbol of Pain^M:** Triggered rune wracks nearby creatures with pain.
- Waves of Fatigue:** Several targets become fatigued.
- Trans **Animal Growth:** One animal/two levels doubles in size.
- Baleful Polymorph:** Transforms subject into harmless animal.
- Fabricate:** Transforms raw materials into finished items.
- Myrddin's Sapper*:** Reduces hardness and hit points of target wall for one day.
- Overland Flight:** You fly at a speed of 40 ft. and can hustle over long distances.
- Passwall:** Creates passage through wood or stone wall.
- Telekinesis:** Moves object, attacks creature, or hurls object or creature.
- Transmute Mud to Rock:** Transforms two 10-ft. cubes per level.
- Transmute Rock to Mud:** Transforms two 10-ft. cubes per level.
- Univ **Permanency^X:** Makes certain spells permanent.

6TH-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Antimagical Field:** Negates magic within 10 ft.
- Dispel Magic, Greater:** As *dispel magic*, but +20 on check.
- Globe of Invulnerability:** As *lesser globe of invulnerability*, plus 4th-level spell effects.
- Guards and Wards:** Array of magic effects protects area.
- Repulsion:** Creatures can't approach you.
- Conj **Acid Fog^M:** Fog deals acid damage.
- Conjure Cavern*:** Creates cave in unworked stone or earth.
- Planar Binding:** As *lesser planar binding*, but up to 12 HD.



- Summon Monster VI:** Calls extraplanar creature to fight for you.
- Wall of Iron**^M: 30 hp/four levels; can topple onto foes.
- Div **Analyze Dweomer**^F: Reveals magical aspects of subject.
- Legend Lore**^{MF}: Lets you learn tales about a person, place, or thing.
- Piercing Sight, Greater**^{*}: Caster can see through ten feet of wood, metal or stone.
- True Seeing**^M: Lets you see all things as they really are.
- Ench **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- Shroud of Sleep**^{*}: As *sleep*, but more hit dice affected.
- Suggestion, Mass:** As *suggestion*, plus one subject/level.
- Symbol of Persuasion**^M: Triggered rune charms nearby creatures.
- Evoc **Archimago's Forceful Hand:** Hand pushes creatures away.
- Chain Lightning**^M: 1d6/level damage; 1 secondary bolt/level each deals half damage.
- Contingency**^F: Sets trigger condition for another spell.
- Mathonwy's Freezing Sphere:** Freezes water or deals cold damage.
- Illus **Illusory Place**^{*}: Permanently alters appearance of locale.
- Mislead:** Turns you invisible and creates illusory double.
- Permanent Image:** Includes sight, sound, and smell.
- Programmed Image**^M: As *major image*, plus triggered by event.
- Selective Invisibility**^{*}: As selective silence, but affects all senses.
- Shadow Walk:** *Step into shadow to travel rapidly.*
- Veil:** Changes appearance of group of creatures.
- Visitation, Selective**^{*}: As *disguised visitation*, but only target can perceive the image.
- Necro **Circle of Death**^M: Kills 1d4/level HD of creatures.
- Create Undead**^M: *Creates ghouls, ghosts, mummies, or mohrgs.*
- Eyebite:** Target becomes panicked, sickened, and comatose.
- Symbol of Fear**^M: Triggered rune panics nearby creatures.
- Undeath to Death**^M: *Destroys 1d4/level HD of undead (max 20d4).*
- Trans **Bear's Endurance, Mass:** As *bear's endurance*, affects one subject/level.
- Bull's Strength, Mass:** As *bull's strength*, affects one subject/level.
- Cat's Grace, Mass:** As *cat's grace*, affects one subject/level.
- Control Water:** Raises or lowers bodies of water.
- Disintegrate**^M: Makes one creature or object vanish.
- Eagle's Splendor, Mass:** As *eagle's splendor*, affects one subject/level.
- Flesh to Stone:** Turns subject creature into statue.
- Fox's Cunning, Mass:** As *fox's cunning*, affects one subject/level.
- Giant's Might**^{*}: Subject gains +8 Strength and +2 Constitution.
- Mathonwy's Transformation**^M: You gain combat bonuses.
- Myrddin's Lucubration:** *Wizard only.* Recalls spell of 5th level or lower.
- Move Earth:** Digs trenches and build hills.
- Ogre Curse**^{*}: Subject becomes larger and stronger, but loses mental abilities.
- Owl's Wisdom, Mass:** As *owl's wisdom*, affects one subject/level.
- Stone to Flesh:** Restores petrified creature.
- ### 7TH-LEVEL SORCERER/WIZARD SPELLS
- Abjur **Banishment:** Banishes 2 HD/level of extraplanar creatures.
- Sequester:** Subject is invisible to sight and scrying; renders creature comatose.
- Spell Turning:** Reflect 1d4+6 spell levels back at caster.
- Conj **Bridge of Air, Personal**^{*}: As *bridge of air*, only caster can select who can use bridge.
- Morganna's Instant Summons**^M: Prepared object appears in your hand.
- Myrddin's Magnificent Mansion**^F: Door leads to extradimensional mansion.
- Phase Door:** Creates an invisible passage through wood or stone.
- Plane Shift**^F: As many as eight subjects travel to another plane.
- Raise Foundation**^{*}: Raises stone from underground.
- Summon Monster VII:** Calls extraplanar creature to fight for you.
- Teleport, Greater:** As *teleport*, but no range limit and no off-target arrival.
- Teleport Object:** As *teleport*, but affects a touched object.
- Div **Arcane Sight, Greater:** As *arcane sight*, but also reveals magic effects on creatures and objects.
- Scrying, Greater:** As *scrying*, but faster and longer.
- Sensory Bond, Greater**^{**}: As *sensory bond*, but effects are permanent.
- Vision**^{M X}: As *legend lore*, but quicker and strenuous.
- Ench **Hold Person, Mass:** As *hold person*, but all within 30 ft.
- Insanity:** Subject suffers continuous *confusion*.
- Power Word Blind:** Blinds creature with 200 hp or less.
- Symbol of Stunning**^M: Triggered rune stuns nearby creatures.
- Evoc **Archimago's Grasping Hand:** Hand provides cover, pushes, or grapples.
- Delayed Blast Fireball**^M: 1d6/level fire damage; you can postpone blast for 5 rounds.
- Forcecage**^M: Cube or cage of force imprisons all inside.
- Myrddin's Sword**^F: Floating magic blade strikes opponents.
- Prismatic Spray**^M: Rays hit subjects with variety of effects.
- Illus **Invisibility, Mass:** As *invisibility*, but affects all in range.
- Project Image:** Illusory double can talk and cast spells.
- Shadow Conjunction, Greater:** As *shadow conjuration*, but up to 6th level and 60% real.
- Simulacrum**^{M X}: Creates partially real double of a creature.
- Visitation, Prolonged**^{*}: As *selective visitation*, only image repeats message for duration.
- Necro **Control Undead:** Undead don't attack you while under your command.
- Finger of Death:** Kills one subject.
- Symbol of Weakness**^M: Triggered rune weakens nearby creatures.
- Waves of Exhaustion:** Several targets become exhausted.
- Trans **Acid Rain**^{*}: Clouds rain acid for 2d6 damage/round.
- Bubbling Murk**^{*}: Transforms a body of water into acid.
- Control Weather:** Changes weather in local area.
- Ethereal Jaunt:** You become ethereal for 1 round/level.
- Reverse Gravity:** Objects and creatures fall upward.
- Statue:** Subject can become a statue at will.
- Univ **Limited Wish**^X: Alters reality—within spell limits.
- ### 8TH-LEVEL SORCERER/WIZARD SPELLS
- Abjur **Destined Blow**^{*}: Target becomes susceptible to named weapon or foe.
- Dimensional Lock:** *Teleportation and interplanar travel blocked for one day/level.*
- Mind Blank:** Subject is immune to mental/emotional magic and scrying.
- Prismatic Wall:** Wall's colors have array of effects.
- Protection from Spells**^{M F}: Confers +8 resistance bonus.
- Conj **Incendiary Cloud**^M: Cloud deals 4d6 fire damage/round.
- Maze:** Traps subject in extradimensional maze.
- Planar Binding, Greater:** As *lesser planar binding*, but up to 18 HD.
- Summon Monster VIII:** Calls extraplanar creature to fight for you.
- Trap the Soul**^{M F}: Imprisons subject within gem.
- Div **Discern Location:** Reveals exact location of creature or object.
- Moment of Precience:** You gain insight bonus on single attack roll, check, or save.
- Prying Eyes, Greater:** As *prying eyes*, but eyes have *true seeing*.
- Ench **Antipathy:** Object or location affected by spell repels certain creatures.
- Binding**^M: Utilizes an array of techniques to imprison a creature.
- Charm Monster, Mass:** As *charm monster*, but all within 30 ft.
- Demand:** As *sending*, plus you can send *suggestion*.

Duessa's Irresistible Dance: Forces subject to dance.

Power Word Stun: Stuns creature with 150 hp or less.

Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

Sympathy^F: Object or location attracts certain creatures.

Evoc **Archimago's Clenched Fist:** Large hand provides cover, pushes, or attacks your foes.

Mathonwy's Telekinetic Sphere: As *resilient sphere*, but you move sphere telekinetically.

Polar Ray^M: Ranged touch attack deals 1d6/level cold damage.

Shout, Greater^M: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Illus **Scintillating Pattern:** Twisting colors *confuse*, *stun*, or render unconscious.

Screen: Illusion hides area from vision, scrying.

Shadow Evocation, Greater: As *shadow evocation*, but up to 7th level and 60% real.

Visitation, Conditional^{*}: As *selective visitation*, only triggered by target's action.

Necro **Clone**^M^F: Duplicate awakens when original dies.

Create Greater Undead^M: Create shadows, wraiths, spectres, or devourers.

Horrid Wilting^M: Deals 1d6/level damage within 30 ft.

Symbol of Death^M: Triggered rune slays nearby creatures.

Trans **Iron Body:** Your body becomes living iron.

Polymorph Any Object: Changes any subject into anything else.

Temporal Stasis^M: Puts subject into suspended animation.

Wyrn's Strength^{*}: Subject gains +12 Strength and +6 Constitution.

9TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Freedom:** Releases creature from imprisonment.

Imprisonment: Entombs subject beneath the earth.

Myrddin's Disjunction: Dispels magic, disenchant magic items.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Conj **Gate**^X: Connects two planes for travel or summoning.

Raise Land^{*}: As *raise foundation*, but wider effect.

Refuge^M: Alters item to transport its possessor to you.

Summon Monster IX: Calls extraplanar creature to fight for you.

Teleportation Circle^M: Circle teleports any creature inside to designated spot.

Div **Foresight:** "Sixth sense" warns of impending danger.

Ench **Dominate Monster:** As *dominate person*, but any creature.

Hold Monster, Mass: As *hold monster*, but all within 30 ft.

Power Word Kill: Kills one creature with 100 hp or less.

Evoc **Archimago's Crushing Hand:** Large hand provides cover, pushes, or crushes your foes.

Meteor Swarm^M: Four exploding spheres each deal 6d6 fire damage.

Illus **Shades:** As *shadow conjuration*, but up to 8th level and 80% real.

Weird: As *phantasmal killer*, but affects all within 30 ft.

Necro **Astral Projection**^M: Projects you and companions onto Astral Plane.

Energy Drain: Subject gains 2d4 negative levels.

Soul Bind^F: Traps newly dead soul to prevent resurrection.

Wail of the Banshee: Kills one creature/level.

Trans **Etherealness:** Travel to Ethereal Plane with companions.

Ogre Lock^{*}: As *ogre curse*, but permanent.

Shapechange^F: Transforms you into any creature, and change forms once per round.

Time Stop: You act freely for 1d4+1 rounds.

Univ **Wish**^X: As *limited wish*, but with fewer limits.

NEW SPELLS

ACID RAIN

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Area: 100 ft.-radius area, + 10 ft./level

Duration: 3 rounds +1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell only works when the sky is overcast. It transforms the rain clouds above, so that they drop not water but acid. This acid rain causes 2d6 of damage per round to anyone caught in it, and eats through wood, stone, and other materials as well.

Material Component: A small vial of acid.

ADDLE

Enchantment

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The target becomes confused, and loses his train of thought. Note that this spell does no real damage, does not affect the target's intelligence, and does not negate the target's next action — it simply erases the current thought. It does not prevent the thought from reoccurring — for example, if a lady sees someone running from her husband's room with a dagger, this spell compels her to forget that image, but if the person with the dagger is still visible a second later she'll wonder about it all over again. Similarly, an opponent in combat may forget what strike he

was planning, but will still realize he's in combat and attack on his next action. The spell's effects end on the target's next action, so you must be quick to make certain that something forgotten isn't instantly remembered.

ADVERSITY

Enchantment

Level: Sor/Wiz 2

Components: S

Casting Time: 1 standard action

Range: Touch

Target: One person

Duration: 1 minute +1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell becomes more unpleasant to those around him, and grates on them more often, fraying their tempers and making it impossible to influence them in any way he might desire

(–10 to all Charisma-based checks). It is not that the target behaves any differently, but everything he says and does rubs people the wrong way. This spell shifts NPC attitudes toward the subject one step toward hostile for the duration of the spell; the subject may make a Diplomacy check to try to improve their attitude (at the –10 penalty), but failure by more than 5 is likely to worsen their attitude even further.

BEAR SHIELD

Abjuration [Heraldry]
Level: Clr 5, Heraldry 5, Pal 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Shield touched
Duration: 1 minute/level
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around a touched shield. As the bear symbolizes ferocity and protection, the shield's wielder gains a +4 deflection bonus to AC and gains a 1d4+2 enhancement bonus to Strength for the duration of the spell.

BLUNT EDGE

Transmutation
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Target: One weapon
Duration: 1 round +1 round/three levels
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell blunts the edge of a bladed (piercing or slashing) weapon. The weapon does half the normal damage until the duration expires, or until it is sharpened again. Only magical weapons receive a saving throw against the effect; a weapon possessing the keen property receives a +4 circumstance bonus to the save. This spell may be countered by *keen edge*.

BOAR SHIELD

Abjuration [Heraldry]
Level: Heraldry 7, Clr 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Shield touched
Duration: 1 round/level
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around a touched shield, imparting the unbridled ferocity of the boar to the wielder. The shield's wielder temporarily gains a +8 morale bonus to Strength and Constitution, a +4 morale bonus on Will saves, a –2 penalty to AC and fast healing 1. When the wielder reaches –1 hit points, he may perform as though disabled, making either an attack action or a move action every round until taken to –10 hit points (and dying) or the wielder's hit points return to 1 or higher. In all other respects, the effects are like those of a barbarian's rage, save that the shield's wielder is not fatigued when the spell effect ends (or when he loses the shield).

BRIDGE OF AIR

Conjuration (Creation)
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (50 ft. + 5 ft./level)
Effect: One bridge of air
Duration: 10 minutes +1 minute/two levels
Saving Throw: None
Spell Resistance: No

You create an invisible bridge to walk across. This bridge is wide enough for the you +1 person/2 levels, and connects whatever two points the you select, provided they are within the bridge's maximum length (25 ft. +5 ft./2 levels). Although the bridge is not visible, it does have substance — rain strikes it rather

than passing through, and flour or dust could be used to coat it. Anyone can walk across this bridge while it exists.

Material Component: A tiny wooden model bridge.

BRIDGE OF AIR, PERSONAL

Conjuration (Creation)
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (50 ft. + 5 ft./level)
Effect: One bridge of air
Duration: 10 minutes +1 minute/level
Saving Throw: None
Spell Resistance: No

As with the spell *bridge of air*, except that you can designate who is able to use it. For anyone not selected, the bridge has no substance.

Material Component: A miniature wooden model bridge and a scrap of white silk.

BUBBLING MURK

Transmutation
Level: Drd 7, Sor/Wiz 7
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)
Duration: Concentration + 1 round/level (see text)
Saving Throw: None (see text)
Spell Resistance: No

This spell transforms a normal body of water into a pool of thick bubbling acid, blackish and opaque, and smelling of sulfur. Anyone splashed by the acid takes 1d6 points of damage per round; if totally immersed, the damage is 10d6 per round. If the acid only reaches to the waist, the damage is 5d6 per round. The murk is too thick to see through, and the fumes given off inflict 1 point of DC 15 temporary Constitution damage on anyone close enough unless they make a Fortitude save. Characters inhaling the fumes must make a second save 1 minute later or take another

1d4 points of temporary Constitution damage.

If this spell is cast on a body of running water such as a river, the effects last only two rounds before the acid is washed downstream and diffused into harmlessness.

Wizards frequently use this spell to alter the contents of a moat during a siege, while druids tend to use it as a trap for those invading their domains.

Material Component: A small vial of acid.

BULWARK

Abjuration

Level: Sor/Wiz 4

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: One structure, 20 square feet/2 levels

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell is designed to strengthen buildings. When cast, a soft glow spreads from your hands and flows across the wall, until it envelops the entire structure. Then the glow is absorbed into the building, leaving behind a faint, permanent sparkle to the stone, wood, brick or clay. The material's hardness increases by 5, and its hit points are doubled. This is a permanent effect. The structure can only receive this spell once, and you must spend 50 XP per 20 square feet.

Material Component: A one-inch square of granite, a similar cube of marble, and a diamond worth at least 75 gp.

GALM WEATHER

Conjuration (creation)

Level: Drd 3, Sor/Wiz 4

Components: V, S

Casting Time: 2 rounds

Area: 10-ft. radius area, centered on caster, + 10-ft./level

Duration: 10 minutes + 5 minutes/level

Saving Throw: None

Spell Resistance: No

This spell creates a small area of calm, pleasant weather, regardless of what the weather beyond is like — it may be sleeting, but within this bubble the temperature is mild and the air pleasantly warm or cool (your choice). Note that this cannot produce sun on a cloudy day, but it does provide shade (as if the bubble were tinted) on a sunny afternoon. This spell is not strong enough to calm an area under the effect of *control weather* or other magically produced weather effects; such effects counter this spell.

CLOAK OF THE PHOENIX

Abjuration

Level: Clr 9

Components: V, S, M, DF

Casting Time: 1 minute

Range: 50 ft.

Area: The caster and all allies within a 30-ft.-radius burst centered on the caster

Duration: 1 minute/level (D)

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell cloaks you and your allies in a fiery, warm light. If any subject should die during the duration of the spell, they rise again within 1d6 rounds, as per the *raise dead* spell. A creature can only be raised once by the *cloak of the phoenix*; one who is brought back to life by the effects of this spell is no longer considered protected by the spell.

Material Component: A ruby worth at least 1000 gp.

CONJURE CAVERN

Conjuration (Creation)

Level: Drd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Area: 1000 cubic feet per level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You create a cave in the selected cliff, mountain, or hill. This cave can be up to 1000

cubic feet per level, provided it fits within the selected formation (a hill that is only 40 ft. around cannot accommodate a cave more than 30 ft. deep). Once created, the cave is permanent unless dispelled. This spell has no effect on earth creatures. It cannot be used to create earthworks other than a small cave or cavern, and can only be used on natural, unworked earth or stone.

DANGEROUS AUGURY

Divination

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Target: One person

Duration: 1 hour/caster level

Saving Throw: None

Spell Resistance: Yes

You perform a detailed examination of the subject. After the spell is finished, you can then say what harm is most likely to befall the subject, and what is least likely. For example, the caster might cast the spell on a knight riding into battle, and learn "you have naught to fear from their lances, but beware the bowmen." The subject receives a -2 luck penalty to AC against whatever threat has been deemed most dangerous, and a +2 luck bonus to AC against the threat revealed as least dangerous. Note that this is very different from *destined blow* or *destiny's shield* — in those spells the caster decides what will endanger the target, whereas with *dangerous augury* you actually discover (as provided by the GM) what is most likely to harm the subject. This spell provides no benefit if the person confronts only one type of harm that strikes against AC; for instance, a knight who battles a



group of barbarians all armed with axes cannot receive a bonus against those axes, as there is not comparable threat to provide a penalty.

Material Component: A small crystal and a drop of the subject's blood.

DEATH STRIKE

Evocation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round +1 round/three levels

Saving Throw: None

Spell Resistance: No

You instill power into a weapon, so that its next blow is more impressive. The next time the weapon hits successfully, it does double the normal damage (but not double damage from sneak attacks, flaming weapons or other forms of extra damage).

Material Component: A pinch of rust and a drop of human blood.

DESTINED BLOW

Abjuration

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One person

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

Many people believe that spellcasters can prophesy the method of an individual's doom, telling a man if he will die in battle, by wild boar or in bed. This is often true, but this spell lets you actually influence the target's ultimate fate. You designate a specific person, a type of weapon, a type of creature (whether animal or monster), or a location. The targeted individual is at -3 AC against all attacks by the specified person, weapon, or

creature, or in the specified location. He also takes an additional 1d6 points of damage from each successful attack by that doom or in that location.

DETECT FEY

Divination

Level: Clr 1, Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can detect the aura of supernature that surrounds fey. The amount of information revealed depends on how long you study a particular area or subject:

1st Round: Presence or absence of fey auras.

2nd Round: Number of fey auras in the area and the strength of the strongest fae aura present.

3rd Round: The strength and location of each aura. If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

Aura Strength: The HD of the fey creature determines the strength of the fey aura. Fey auras do not linger after the fey creature leaves the area.

Strength	HD
Faint	1 or less
Moderate	2–9
Strong	10–20
Overwhelming	21+

Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or cold iron, or 3 feet of wood or dirt blocks it.

DIRTY WALL

Abjuration
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One person
Duration: 1 hour + 1 hour/2 levels
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The world is a dirty and dusty place, and most people wind up coated with dirt, slime, and other refuse any time they step outdoors. But knights and nobles like to look their best. This spell allows the target to shine amid the grime — dirt and filth slide off the individual, and anything he or she is wearing. Note that this spell does not protect against actual damage, just against surface filth.

DISCERN LINEAGE

Divination
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One individual
Duration: Instantaneous

Saving Throw: Will negates
Spell Resistance: Yes

With this spell you can immediately divine the target's true name and lineage, going back ten generations. None of the target's actions are revealed, only names and relationships.

Material Component: A tabard or signet with the target's family crest, a gold-tipped quill pen, and a vial of ink worth at least 10 gp.

DIVINE PERSONAL HISTORY

Divination
Level: Brd 4, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One individual
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You target an individual, and learn the significant events of the person's entire history. This covers everything from birth on, and includes every major occurrence, good and bad. Keep in mind that this spell only reveals major occurrences, and these are measured by you, not the subject. For most people, that means birth, the day they entered their apprenticeship, the day they graduated it, their marriage, the birth of their first child, and perhaps two or three other events. Some people may have only one or two major events revealed by this spell, while others may have a dozen. This is a good way to keep this spell from becoming overwhelming — if you cast this spell on a tavernkeeper, for example, the GM may only relate three events, rather than drafting a lengthy history for such a minor NPC.

ELDRITCH FORTIFICATION

Abjuration
Level: Sor/Wiz 5

Components: V, S, M
Casting Time: 1 hour
Range: Touch
Area: 20-ft. square of wall/structure, +10 square ft./level
Duration: Permanent
Saving Throw: None
Spell Resistance: No

Wizards cast this spell to protect a wall or structure from magical attack. The wall gains spell resistance 15 against any harmful magic, and has double the normal hardness when taking damage from a magical attack (such as *acid rain*). This spell does not provide any additional defense against normal attacks.

Material Component: A one-inch square of adamantine and a diamond worth at least 100 gp.

EMBLAZON

Transmutation
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One article of clothing or armor
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell transforms an article of non-magical clothing or armor into the livery of whomever the caster selects. The clothing or armor fits the same as before, and feels the same in terms of material, but looks exactly like the livery worn by the person's actual servants, guards, or soldiers. Alternately, this spell may be used to place the actual heraldic device onto a non-magical tabard or shield. This is not an illusion but an actual alteration, and the clothing now has the coat of arms embroidered or stamped or carved into it, as appropriate. Note that you must already know the coat of arms you want to appear on the clothing in order for this spell to work.

FERMENTATION

Transmutation

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One mug or container of liquid

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The targeted drink becomes alcoholic, if it was not before, and twice as strong if it was alcoholic. It looks, tastes, and smells exactly the same as it did before.

Material Component: A wine grape.

FLAVORLOCK

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 2 rounds

Range: 10 ft.

Target: Up to 2 full meals (food and drink)/level

Duration: 1 week/level

Saving Throw: None

Spell Resistance: No

Food and drink spoil quickly, and common people are used to drinking stale beer and stagnant water, or eating moldy cheese and rancid meat. This spell does away with that—it restores the food and drink in its range to their unspoiled condition. Unlike *purify food and drink*, the affected food and drink are preserved from further spoilage.

Material Component: a wooden carving of a piece of food.

FOX SHIELD

Abjuration [Heraldry]

Level: Clr 0

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Shield touched

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around a

touched shield. As the fox symbolizes wit in terms of its own defense, the shield's wielder gains the benefit of the Combat Expertise feat, regardless of prerequisite, for the duration of the spell.

GIANT'S MIGHT

Transmutation

Level: Brd 6, Clr 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the strength of a fabulous beast. The recipient receives a +8 enhancement bonus to Strength and a +2 enhancement bonus to Constitution, with all the relevant bonuses that accrue.

Arcane Material Component: A few hairs from an ogre or giant.

GILDED TONGUE

Enchantment

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target is blessed with particular eloquence, gaining a +10 insight bonus on her next Bluff, Diplomacy or Intimidate check.

Focus: A gold or silver coin.

HANGMAN'S GROVE

Conjuration (Teleportation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20 ft.-radius circle, +5 ft./level

Duration: 1 week +1 week/three levels

Saving Throw: No

Spell Resistance: No

On the surface, this spell looks like *hangman's tree*, in

that it causes the your victims to disappear upon death, and reappear on a tree or other structure. The difference, however, is that with *hangman's grove* you do not cast the spell upon the individual but upon the area. Anyone who dies within the spell's range while it is in effect is immediately affected as if under the effects of *hangman's tree*. A wizard who has taken up residence in a particular spot may use this spell to create a permanent grisly memorial to the knights who have stood against him.

Material Component: A miniature hangman's noose and a twig or nail from the selected tree or structure.

HANGMAN'S TREE

Conjuration (Teleportation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 hour +1 hour/three levels

Saving Throw: Will negates

Spell Resistance: Yes

When the person targeted by the spell dies, assuming the spell is still in effect, her body is instantly transported onto the tree or structure of the your choice, and bound there appropriately. Generally an evil wizard casts this spell upon knights as they battle his champion, so that a nearby tree becomes festooned with dead knights lashed to its branches.

Material Component: A miniature hangman's noose and a twig or nail from the selected tree or structure.

MORSE SHIELD

Abjuration [Heraldry]

Level: Clr 2, Heraldry 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Shield touched

Duration: 10 minutes/level

Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around a touched shield. As the horse symbolizes readiness, the shield's wielder gains a +5 bonus on initiative rolls for the duration of the spell. In addition, the wielder retains her Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker, as the rogue's uncanny dodge ability.

HYDRA SHIELD

Abjuration [Heraldry]
Level: Clr 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Shield touched
Duration: 1 round/level
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the hydra symbolizes conquest over a very powerful enemy, the shield's wielder adds an additional 1d6 points of damage to every successful strike he makes for the duration of the spell. This damage is not multiplied in the case of a critical hit. Each blow the wielder strikes against a construct, dragon, giant, magical beast, manifestation or outsider of more than 16 HD is increased by 2d6 points of damage instead of 1d6.

ILLUSORY PLACE

Illusion
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 hour
Area: 50 ft.-radius area, centered on caster, +5 ft./level
Duration: Permanent
Saving Throw: None
Spell Resistance: No

With this spell, you create an imaginary setting. Usually the spell is used to make a drab hut look like a palace, or a

dreary desert resemble a lovely garden, but it can be used the other way, to make some place look worse than it really is. The spell is fixed to that location, and is permanent — objects within the area can be moved about, and as long as they don't leave the spell's area they retain their altered appearance — so a crude clay jug can look like a lovely glass carafe, and can be moved about within the hut/palace, but if it is taken outside the building it reverts to being a crude jug.

Material Component: A quill pen or paintbrush and a small vial of colored ink or paint.

IMAGE ASSOCIATION

Enchantment [Mind-Affecting]
Level: Brd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 hour
Range: Close (20 ft. + 5 ft./2 levels)
Area: 50 ft.-radius circle, + 5 ft./2 levels
Duration: 1 day +1 day/three levels
Saving Throw: None
Spell Resistance: Yes

You select an animal (for example, a lion) or image (such as a shining sword) or ideal (such as honor) and associate that with a specific individual. Everyone within range associates that person with that animal, image, or ideal whenever they hear the person's name or see the person, for as long as the spell lasts. This has no real compulsion effect, but can be a subtle way to influence a group; by planting an *image association* that links a lord to wickedness or a serpent, the caster can undermine morale in that lord's dominion for days.

Material Component: a sketch of the target and a sketch of the item to be associated with him (or the name of it, if it is an abstract concept).

IMBUE WEAPON

Evocation
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 hour
Range: Touch
Target: One nonmagical weapon
Duration: 1 day +1 day/three levels
Saving Throw: None
Spell Resistance: No

You channel part of your own life force into your weapon. You lose 10 hp, and in return the weapon becomes magical for purposes of bypassing damage reduction. Additional properties may be purchased for 10 hp each — each property takes one hour to imbue (so adding two extra properties means the spell takes three hours to cast), and only lasts for the standard duration (from the time the spell is finished). Other properties include:

- +1 on attack rolls
- +1 to damage

Keen

Bonded to the owner (+2 against attempts to disarm, and +2 to the DC of anyone trying to steal the weapon)

Material Component: A drop of the caster's blood and a sliver of steel.

INSCRIBE

Transmutation
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: 5 ft.
Area: Up to 10 square feet
Duration: Permanent
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell causes writing to be permanently carved into the designated surface, up to three lines of text. You can choose to make the writing look like elegant handwriting, crude lettering, or grand block letters. This spell functions only on materials with a hardness of 10 or less.

Material Component: A quill pen.

INSCRIPTION, MUTABLE

Transmutation

Level: Sor/Wiz 2

Duration: Special (see below)

As with the spell *inscribe*, except that you can change the inscription, both in style and content, or even make the inscription vanish altogether. This “editing” can only be done once — the revised message is permanent. There is no limit on how long you can wait before changing the inscription, but you must establish a command word to trigger the editing when first casting the spell. You can be at any distance from the inscription when you speak the command word and will the change.

LAMB SHIELD

Abjuration [Heraldry]

Level: Clr 3, Heraldry 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Shield touched

Duration: 1 minute/level

Saving Throw: None/Will negates (see below)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the lamb symbolizes gentleness, any creature coming within 30 feet of the shield’s wielder is affected as if under the effects of a *calm emotions* spell, unless a successful Will save is made.

LEOPARD SHIELD

Abjuration [Heraldry]

Level: Heraldry 4, Clr 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Shield touched

Duration: 1 minute/level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the leop-

ard symbolizes hardiness, the shield’s wielder gains a +2 resistance bonus on all Fortitude saves and 3 temporary hit points per caster level for the duration of the spell.

LION SHIELD

Abjuration [Heraldry]

Level: Heraldry 2, Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Shield touched

Duration: 1 minute/level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the lion symbolizes courage, the shield’s wielder gains a +2 morale bonus on attack rolls and saving throws against fear, with an additional +1 to the bonus for every six levels the caster has (maximum +5 morale bonus).



MASTIFF SHIELD

Abjuration [Heraldry]
Level: Heraldry I, Clr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Shield touched
Duration: 1 minute/level
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the mastiff symbolizes protection, the shield's wielder gains a +1 resistance bonus on saving throws, with an additional +1 to the bonus for every six levels the caster has (maximum +4 resistance bonus).

MYRDDIN'S SAPPER

Transmutation
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 hour
Range: Medium (100 ft. + 10 ft./level)
Area: 40-ft. square section + 5 square ft./level
Duration: 1 day
Saving Throw: None
Spell Resistance: No

This spell emulates and improves upon the role of the sapper, a medieval siege expert who specializes in tunneling under and weakening castle walls. You target a wall, and this spell weakens that section's foundations, making the wall easier to topple or shatter. The wall's hardness is reduced by 5 and its hit points by 25%.

Material Component: A miniature shovel or pick and a pinch of dirt.

OBSCURE

Illusion
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person or object
Duration: 1 round/level
Saving Throw: Will disbelieves
Spell Resistance: Yes

This spell causes the target to blur slightly, obscuring

the details of its appearance. The illusion is a subtle one, and observers are more prone to think of themselves as not seeing clearly than of a magically blurred thing. This spell is most commonly used on a coat of arms, or on a person's face.

OGRE CURSE

Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 round
Range: 10 ft.
Target: One person or creature
Duration: 3 days +1 day/three levels
Saving Throw: Will negates
Spell Resistance: Yes

This specialized transformation changes the subject, making him or her larger, stronger, tougher — and dumber. On humans, the process basically turns them into ogres, hence the name, but it can be used on any animal. The subject grows one size category (with all the relevant shifts in modifiers to AC, Hide checks and the like), gains +3 to AC (natural armor), and adds +20 hit points. The new “ogre” also gains +4 to Str, +4 to Con, but -2 to Dex and -6 to both Int and Wis. The “ogre” also suffers a -10 penalty on Will saves made against the caster.

Material Component: A drop of ogre blood.

OGRE LOCK

Transmutation
Level: Sor/Wiz 9
Components: V, S, M
Casting Time: 1 round
Range: 10 ft.
Target: One person
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

As with the spell *ogre curse*, except that the change is permanent. The change can still be reversed by magical means, although a *remove curse* or *break enchantment* is insufficient.

Material Component: A drop of ogre blood and a drop of the target's blood.

OLIPHAUNT'S STRENGTH

Transmutation
Level: Brd 4, Clr 4, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the strength of a fabulous beast. The recipient receives a +6 enhancement bonus to Strength, with all the relevant bonuses that accrue.

Arcane Material Component: A sliver of ivory.

OWL SHIELD

Abjuration [Heraldry]
Level: Clr 0
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Shield touched
Duration: 1 minute/level
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the owl symbolizes alertness, the shield's wielder gains a +3 morale bonus to Spot checks for the spell's duration.

OX SHIELD

Abjuration [Heraldry]
Level: Clr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Shield touched
Duration: 1 minute/level
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the ox symbolizes endurance, the shield's wielder gains the benefits of the Endurance feat and a +1 bonus on Fortitude saves for the duration of the spell.

PHOENIX SHIELD

Abjuration [Heraldry]

Level: Clr 9

Components: V, S, M, F

Casting Time: 1 minute

Range: Touch

Target: Shield touched

Duration: 1 minute/level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the phoenix symbolizes rebirth, if the shield's wielder falls in combat, as long as any part of his body touches the shield, he rises again within 1d6 rounds, as per the *resurrection* spell.

Material Component: A ruby worth at least 1,000 gp.

PIERCING SIGHT

Divination

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round +1 round/three levels

Saving Throw: None

Spell Resistance: No

You can see through metal, wood or leather within 50 ft. + 5 ft./level, up to a thickness of one inch. The primary use for this spell is to see through a knight's helmet and find out who he really is, or to see whether he is carrying or wearing a particular item at the time.

PIERCING SIGHT, GREATER

Divination

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round +1 round/two levels

Saving Throw: None

Spell Resistance: No

As with *piercing sight*, but you can now see through metal, wood, or stone within 50 ft. + 5 ft./level, up to a thickness of ten feet. The primary use for this is to see through castle walls.

PROJECT VOICE

Illusion

Level: Brd 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One person

Duration: 1 round +1 round/level

Saving Throw: No

Spell Resistance: No

This spell enhances the target's voice, allowing the target to speak with sufficient volume to be heard clearly by all within a 300-ft. radius, regardless of other background noise. The target may still choose to whisper or speak at a normal volume. This spell can be used in conjunction with bardic music effects. Silence spells or effects can still affect the target.

PROTECTION FROM FEY

Abjuration

Level: Brd 1, Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell wards a creature from attacks by fey creatures, from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects:

First, the subject receives a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by fey creatures.

Second, the barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature. The protection does not prevent a spell from gaining mental control, but it prevents the caster of such a spell from

mentally commanding the protected creature. If the *protection from fey* effect ends before the mental control effect does, the caster would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Arcane Material Component: An iron nail.

PROTECTIVE SLEEP

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Person touched

Duration: Until healed

Saving Throw: None

Spell Resistance: No

When cast upon a person who has been mortally wounded (at or below 0 hit points, but not dead), this spell locks her into a protective coma. The wounded individual is stabilized at 0 hit points, and remains there until some form of magical healing is provided. The subject does not need to eat, drink or excrete while under protective sleep, although she still requires air. Note that the person is not protected from other harm — someone could stab her with a dagger and kill her. This spell also keeps the person unconscious and unresponsive.

Material Component: A polished quartz crystal and a scrap of white silk.

RAISE FOUNDATION

Conjuration (Creation)

Level: Drd 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 2 hours

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20 foot radius + 1 ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause stone to rise up from the ground below, in either a circle or a square around you. The stone is solid and stable, and perfect for use as a building foundation. The stone is up to two feet + 1 foot per caster level deep, and stops at the surface. You can cause the stone to rise up above the ground, as long as half of the total depth of stone remains beneath. Thus, this spell can actually create standing stones, or even stone buildings (though the spell does not shape the rising stone or create openings). The stones do not rise very quickly, and cannot be used as an attack method — someone standing in the area has time to move to safety before the stones break the surface.

Material Component: A one-inch square of granite.

RAISE LAND

Conjuration (Creation)
Level: Drd 7, Sor/Wiz 9
Components: V, S, M/DF
Casting Time: 3 hours
Range: Medium (100 ft. + 10 ft./level)
Area: 30 foot radius + 10 ft./level

As with *raise foundation*, except that you may raise dirt as well as stone, starting with a depth of up to six feet +1 foot per caster level. This is usually cast over water, to fill in a swamp or marsh or to raise an island in a lake or sea. Note that the dirt does not rise so quickly that it can hurt anyone or anything — creatures in or on the water in question have more than enough time to move before the dirt hits them. The land raised can be bare, or even covered with grass.

Arcane Material Component: A 500-gp gemstone.

RALLY

Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 5, Pal 4

Components: V, S, DF
Casting Time: 1 standard action
Range: 100 ft.
Area: All allies within 100 ft.
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes (harmless)

Your allies gain a morale bonus of +3 on their attack rolls and a morale bonus of +4 on saving throws against fear effects. *Rally* counters and dispels *bane*.

REINFORCEMENT

Transmutation
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One object, up to 1 cubic feet/level
Duration: 1 minute/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell strengthens the object in question, making it less likely to break — double the object's hardness and hit points. This is most often used on lances, to keep them from shattering. Keep in mind that, if the joust scoring is based upon unhorsing an opponent, this works in the attacker's favor — but if the score is based upon the number of lances broken against an opponent, it works in the defender's favor.

REVERSE FIELD

Illusion
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 1 round +1 round/three levels
Saving Throw: Will negates
Spell Resistance: Yes

This spell makes the target believe that directions are reversed in his immediate area, for purposes of movement — he will go left when he should be going right, or ride south when he should ride north. On a jousting field, this can cause a knight to ride away from the

lists, or even to head the wrong way down his side of them. The target is not otherwise affected; if in melee, for instance, he does not swing to his right to hit a target standing to his left.

SACRED BLAZON

Abjuration [Heraldry]
Level: Pal 4
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Although paladins do not tap into the greater body of heraldry spells, the greatest learn a spell that glorifies the symbol of their deity rather than the emblem of a noble. When *sacred blazon* is cast, a burning representation of the holy symbol of your deity appears your shield. You receive acid, cold, electricity, fire and sonic resistance 20, your base movement is doubled, and you receive a +4 enhancement bonus to Strength.

Focus: The paladin's own shield, which must have been blessed by a ranking priest of his church.

SECURE FOOTING

Transmutation
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Effect: You
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

Whatever is directly beneath your feet takes on the feel and solidity of rough stone — firm enough to stand upon, smooth enough for easy balance, but textured enough for a good grip. As you walk, the secure footing travels with you, so that only those spots right beneath your feet are affected.



You can walk on water and even dense fog, but not empty air. Also note that the spell does not change any other properties — for example, a burning log now provides safe footing, but its heat and flame still burns you as you cross.

Material Component: A scrap of leather and a sliver of wood.

SELECTIVE INVISIBILITY

Illusion

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Area: 25 ft.-radius area, centered on you, + 5 ft./2 levels

Duration: 1 minute/level

Saving Throw: Will disbelieves

Spell Resistance: Yes

As with *selective silence*, save that all senses are obscured. You must designate those involved while casting, and those selected can see one another normally. To everyone else within range the individuals are invisible. Note that the spell only effects those within range, so someone watching from a tower on the other side of the courtyard would still see the nobles conversing, but if he went downstairs and walked toward them they would disappear as soon as he entered the spell's area. The spell also makes only the individuals and those items on their person invisible. Thus, if three nobles affected by the spell were standing around a table talking, no one nearby would see them but they would still see the table, and the three glasses of wine set upon it. The subjects can break the spell by attacking, as with *invisibility*.

SELECTIVE SILENCE

Illusion

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Area: 25 ft.-radius area, centered on caster, + 5 ft./levels

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With this spell you can ensure that only certain people can hear what is said. You must designate a set of people when casting the spell — the most common options are knights, nobles, or members of a particular household. Those so designated can speak as normal to one another. Anyone else cannot hear what those people are saying, as long as the speakers

stay within the area of the spell. This spell does not prevent lip reading.

SENSORY BOND

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 hour

Range: 10 ft.

Target: One person, place, or object

Duration: 3 hours +1 hour/three levels

Saving Throw: Will negates

Spell Resistance: Yes

You link yourself to a particular person, place, or thing. Once the spell is complete, you can sense the subject's approximate location (within a hundred yards), general condition, and even (for living things) general emotional state. The subject suffers a -3 penalty to the Will save to resist your attempts to use *scrying* to watch them.

Material Component: a candle and a small clear crystal

SENSORY BOND, GREATER

Divination

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 3 hours

Range: 10 ft.

Target: One person, place, or object

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

As the spell *sensory bond*, except that the link is permanent. It can only be severed by potent magics (like a *wish*), or by the target's death. Even then, you can still locate the subject's body, and know if it is ever defiled or moved.

Material Component: A candle, a small clear crystal, and a drop of the target's blood (if alive) or a pinch of its dirt or water (if a location).

XP Cost: 100

SHARPEN

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One weapon

Duration: Instantaneous/1 round + 1 round/3 levels

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell counters and is countered by *blunt edge*. It puts an edge on a dulled or unsharpened weapon (including the tip of a blunted practice lance), restoring that weapon to full damage capacity. This effect is instantaneous. If used on an already sharp weapon, *sharpen* adds +1 to the weapon's damage for the duration of the spell.

SHIFTING GROUND

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 50-foot-radius spread (S)

Duration: 1 round +1 round/three levels





Saving Throw: None

Spell Resistance: No

The designated area shifts as if from an earthquake. Once the spell ends, it returns to normal. The ground or floor and any other structures are not damaged in the process, though anything that fell stays broken. Anyone standing within the area is knocked to the ground and cannot move or attack. Spellcasters on the ground in the area of effect must make a Concentration check (DC 20 + spell level) or lose any spells they try to cast.

SHROUD OF SLEEP

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One or more living creatures within a 15-ft.-radius burst

Duration: 5 minutes + 3 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a low, creeping fog that covers a large area. Anyone within that area must save against the spell, or fall into a comatose slumber. 4d6 HD of creatures, +1d4 HD per caster level, are affected, and creatures with the fewest HD are affected first. Among creatures with equal HD, those closest to the spell's center are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless, and are not awakened by normal noises, though slapping or wounding awakens them. Awakening a creature is a standard action.

Material Component: A pinch of fine sand and a bit of moss.

SOFTWALL

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 2 ft.-square section of wall, plus 1 sq. ft./level

Duration: 1 round +1 round/three levels

Saving Throw: None

Spell Resistance: No

With this spell, you target a small (2 ft.-square+1 ft./level) area on a wall. The affected area has only half its normal hardness and hit points for the duration of the spell. This allows attackers to break through the wall more easily at that specific spot.

Material Component: A pinch of mud and a chip of granite.

SPELL SHIELD

Abjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You summon your own power to protect you from outside magic. You gain spell resistance of 10 (or equal to your existing spell resistance +10) against any spells specifically targeting you. Spells that affect targets indirectly, like a *fireball* (which strikes an area of effect), are not affected by this shield.

SPELL SHIELD, GREATER

Abjuration

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One shield

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

As *spell shield*, but you place the spell upon a shield. The shield's user gains spell resistance 10 + caster level against any spell targeted at him, provided the shield is in the line of attack (in other words, if the

wielder has the shield up between him and whomever is casting the damaging spell). The shield's owner also gains +5 to saves against spells aimed his way — for example, if a *fireball* is cast and the wielder has his shield up, he gains +5 to his Reflex save.

SPHINX SHIELD

Abjuration [Heraldry]

Level: Clr 0

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Shield touched

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the sphinx symbolizes knowledge, the shield's wielder gains a +4 competence bonus to his next Intelligence or Intelligence-based skill check.

STAMP OF NOBILITY

Enchantment

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Target: One person

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell creates an aura of nobility around the target, to the point of intimidating others. The subject gains a +10 circumstance bonus to Diplomacy, Intimidate and Sense Motive checks.

Material Component: A blank gold signet ring and a piece of the target's clothing, flesh, or hair

STARBURST

Evocation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Target: One missile weapon

Duration: 1 round +1 round/three levels

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell focuses upon an arrow, javelin or other missile weapon. Once the spell is cast, the weapon in question begins to glow slightly. Either at the height of its arc or when it strikes its target (your choice), the weapon suddenly erupts into a burst of light, as if a star had appeared from nowhere. Anyone looking at the weapon, or within 30 feet of it, must make a DC 15 save or be blinded for one round. If the weapon misses its target, the spell goes off when it strikes the ground.

Material Component: A masterwork arrowhead and a bit of tinder.

STICKING SCABBARD

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon scabbard or sheath

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The targeted weapon scabbard or sheath becomes sticky on the inside, making the weapon more difficult to draw. The owner must make a DC 15 Str check to draw the weapon at all, and doing so requires a full action — the Quick Draw feat is of no use in speeding the process.

TONGUE TIE

Transmutation

Level: Brd 3, Clr 3, Sor/Wiz 3

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject becomes unable to produce intelligible

speech. In addition to the obvious effects, an affected spellcaster cannot cast any spells with verbal components. This spell can be removed by dispelling it as normal, or by *remove curse* or *break enchantment*.

TORTOISE SHIELD

Abjuration [Heraldry]

Level: Clr 8, Heraldry 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Shield touched

Duration: 1 minute/level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the tortoise symbolizes invulnerability, the shield's wielder gains a +6 natural armor bonus to AC and gains damage reduction 10/adamantine for the duration of the spell.

VIGIL OF ILLUMINATION

Divination

Level: Pal 2

Components: V

Casting Time: 8 hours

Range: Personal

Target: You

Duration: Instantaneous

Many paladins are initiated into their order by standing a vigil, in which they must remain in prayer throughout the night without food, drink or sleep. A divine vision usually awaits the paladin at the climax of the vigil, affirming her ordination. This spell emulates that aspect of a paladin's vigil. After kneeling in unceasing prayer for eight hours you are granted a vision of what your deity would have of you.

The vision granted may be symbolic or simply obscure; you must demonstrate your wisdom in interpreting the vision correctly. For instance, a vision of a beggar huddled before a crum-

bling, forgotten tower on a windswept heath may be a symbolic of a disgraced noble bloodline that you should aid, or it might be a vision of a physical tower to which you must journey.

Although you may cast *vigil of illumination* again before completing the errand shown to you, it is considered ungrateful and a sign of incompetence to do so.

VISITATION

Illusion

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute

Range: 10 miles + 10 miles/level

Target: One person

Duration: 1 round + 1 round/five levels

Saving Throw: Will disbelieves

Spell Resistance: No

You send an image of yourself to the target, and the image says whatever you mentally instructed it to say. The image appears in front of the selected person, and is visible and audible to all nearby. This image cannot see anything, cannot relay information back to you, and cannot respond in any way — it simply repeats the message you give it. The image appears as you at the time of casting; thus, if you are in disguise, the image shows the disguise.

Material Component: A scrap of fine linen and a sliver of mirror.

VISITATION, CONDITIONAL

Illusion

Level: Sor/Wiz 8

Duration: 2 days +1 day/three levels

As with the spell *selective visitation*, except that the spell only appears when preset conditions occur — for example, every time the individual draws his sword the image of his mother appears and begs him not to hurt anyone. The visitation disappears when the

condition is no longer met — when the person sheathes his sword — but will reappear every time the right conditions are met, for as long as the spell lasts.

VISITATION, DISGUISED

Illusion

Level: Sor/Wiz 4

As with the spell *visitation*, except that you can make the image look like anyone you wish. You must have seen the person in question, or a very good portrait, in order to create the likeness.

VISITATION, PROLONGED

Illusion

Level: Sor/Wiz 7

Casting Time: 10 minutes

Duration: 1 hour +1 hour/two levels

As with *selective visitation*, except that the image remains and repeats its message over and over until the spell ends.

VISITATION, SELECTIVE

Illusion

Level: Sor/Wiz 6

Casting Time: 2 rounds

As with the spell *disguised visitation*, except that the image only appears to and is audible to the target.

WILD QUIET

Illusion (Glamer)

Level: Drd 0, Rgr 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./two levels)

Target: Wildlife within area

Duration: 1 round +1 round/three levels

Saving Throw: None

Spell Resistance: No

All natural wildlife within the area goes silent for the duration of the spell — no chirping, barking, twittering, and no sound from their movement. This spell does not compel animals to fall silent, it merely suppresses the noise they make.

WOLF SHIELD

Abjuration [Heraldry]

Level: Clr 6, Heraldry 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Shield touched

Duration: 1 minute/level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the wolf symbolizes gain after a long siege, the shield's wielder regains 2 hp per round for the duration of the spell, up to his maximum hit points. This damage counts as fast healing, and ceases to function if the shield's bearer falls below 0 hp.

WYRM SHIELD

Abjuration [Heraldry]

Level: Clr 9, Heraldry 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Shield touched

Duration: 1 minute/level

Saving Throw: None (harmless); see below

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the wyrm symbolizes power, the

shield's wielder gains a +8 enhancement bonus to Strength. In addition, while the spell is in effect, the shield's bearer is treated as bestowing an improved thundering effect on any melee weapons he strikes with, including his gauntleted fist — on a successful critical hit, the weapon does an extra 3d8 points of sonic damage if its multiplier is x2, an extra 4d8 points if its multiplier is x3, and an extra 5d8 if its multiplier is x4. Opponents dealt a critical strike by a person bearing a *wyrm shield* must make a Fortitude save (DC 19 + the caster's Wisdom bonus) or be permanently deafened. Finally, the bearer of a *wyrm shield* is treated as striking with adamantite weapons for purposes of bypassing damage reduction.

WYRM'S STRENGTH

Transmutation

Level: Clr 8, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the strength of the wyrm itself. The recipient receives a +12 enhancement bonus to Strength and a +6 bonus to Constitution, with all the relevant bonuses that accrue.

Arcane Material Component: The scale from a wyvern, wyrm or dragon.



Chapter Five: Magic Items

Excalibur. The Round Table. The Holy Grail. The Sword in the Stone. The Siege Perilous. These five items encompass large portions of the Arthurian mythos, and they influence every story. Without these five objects, the legends would not exist. Thus, clearly, magic items have a place of honor in the Arthurian setting.

At the same time, this world is not one where every knight wears +1 *plate* and wields a +2 *keen long sword*. In situations like that, magic items become commonplace — they lose their meaning, and their value, because they are so easily acquired. For an item to have true significance it must be both rare and unique, and the quest to obtain it must be arduous and dangerous.

Note that all of the items mentioned above are unique. That is how magic items in the Arthurian world should work. Do not tell a player that his character has discovered a *ring of protection +1*. Tell him that his character has found the fabled *Band of Murgoth*, said to have been forged in the blood of a demon and to have granted the brigand Murgoth the ability to sidestep arrows in mid-flight. Every magic item should have a name and a history of its own, and either a distinctive appearance or a deliberately unobtrusive one. Make each item something the character will treasure for its history alone, rather than only valuing it for its magic. And keep the magic vague — factor the bonuses in yourself rather than telling the player what they are, and let new powers come as a surprise to both player and character. This preserves the mystery of magic, and makes items both useful and risky.

When a character finds a magic item, think about the type of item and what it does. Who would have owned a magical long sword? Knights would be the obvious choice. But what if the blade's power is the ability to cleave through armor? No true knight would carry that, because it would give him an unfair advantage. But an assassin would love such a blade, as would a brigand. And though a dwarven smith might know enough about armor and weapons to craft such a blade, most dwarves are more direct than sneaky. Dark elves, however, are clever and underhanded, and a dark elf assassin would be the perfect choice to wield this sword. Use this information to create the item's back-story. Reveal the name and history to the character as if he already knew it: "You study the needle-like patterns etched into the blade, and suddenly realize that you are in fact holding the sword of Robaire the Needle himself! For surely this is the blade of that dark elf assassin who could unerringly find the openings in any armor, and carve apart a knight so that the dead man is left still standing in his unblemished armor!" You can even allow the player some leeway here — give him the basic details of the item's previous owner, and then let him create the rest. That way the player feels

more involved in the item, and will want his character to keep it. Always remember that creating a magic item is a long and difficult process, and not one that any spellcaster would undertake lightly. These items were not made for fun little toys, or to be sold for a quick profit. Each one had a specific task, and an intended owner, and therein lies a fascinating story.

EGO AND PERSONALITY

Another thing to consider about Arthurian magic items is the question of consciousness. Excalibur seems to respond to Arthur, and he is the only one who can draw the sword in the stone (and, with the second sword in a stone, it is Galahad). The Siege Perilous kills any who dare to sit in it, except for the finest knight alive (Galahad). These items react differently to different people. That could be nothing more than a spell with specific triggers — "only allow the son of Uther to draw you" and so on. But it could also mean that these items have minds of their own. After all, with many powerful magic items the spellcaster must sacrifice some of his own essence. Others are created by binding creatures to them — or into them. Would a battleaxe whose blade had been dipped in dragon's blood retain some trace of that dragon's personality? Would a shield created and enchanted specifically to protect one knight have some glimmer of consciousness so that it could recognize that man? Certainly not every magical item can be intelligent, and only a very few — a handful at most — have enough consciousness to merit a true personality, or the ability to communicate. But many of the more powerful items may have traces of awareness, more on the level of a flower, which can turn toward the sun and pull away from fire. Since every item should have its own name and past, it is an easy thing to give them limited sentience as well, if so desired — each item has a bit of flavor already, so adding a touch of mind is not hard to imagine.

One amusing possibility is to give some items sentience, but have them be dormant when first found. The character recovers an enchanted long sword, and begins to use it. As the blade sees more activity, it awakens from its ages-long slumber, and the knight finds that his new sword seems more inclined toward some actions and less toward others. Eventually, the character may figure out that the blade is actually aware, but initially he may just think that the sword is better at certain things than at



others, and that its magic automatically draws it toward whatever it was created to do. Keep both the player and the character guessing for as long as possible — let them figure things out rather than just telling them. And until you finally admit that the sword is in fact sentient, you can always change your mind and explain its apparent influence in other ways.

Not surprisingly, weapons and armor are some of the most commonly enchanted items. Knights, after all, are the men most likely to need magical items, and also among the ones wealthy enough to pay for the service. Scrolls are not common, in part because sorcerers do not require scrolls and wizards have spells too long and complex to fit onto a single sheet of parchment. Wands and rods are also rare, though staves do appear. Potions are rare, but only because magic is usually applied directly to food and drink — the notion of having a drink whose sole purpose is a spell, instead of having enchanted wine or mead, is not something most Arthurian characters would understand. Jewelry is often enchanted, particularly rings, and articles of clothing are a popular choice.

Below are lists of those existing magic items that fit well within this setting. New items are also listed, and these are explained further in the sections below.

NEW MAGIC ITEMS

ARMOR

For knights, armor is all-important. A knight can use a sword or an axe or even a mace, but without plate armor he is merely another soldier. Therefore the knights prize their armor highly, and particularly armor that has been enchanted to aid them in their travels or their battles. Regular soldiers also wear armor, though not plate, and although it is harder to find (because most soldiers cannot afford enchantments) they value magic chain or leather armor highly.

NEW ARMOR AND SHIELD SPECIAL ABILITIES:

Dazzling: This armor is always mirror-bright, and dirt slides from it like water. In daylight or within 10 feet of a torch or other bright light source, the light glances off the armor and into the eyes of the wielder's opponent(s). Each opponent within a five-foot radius must make a DC 15 Reflex save to avoid being dazzled for 1d4 rounds. This power can be used every other round as a free action.

TABLE 5—1: SPECIFIC ARMORS

Medium	Major	Specific Armor	Price
01–20	—	Mithral shirt	1,100 gp
21–40	—	Elven chain	4,150 gp
41–50	—	Adamantine breastplate	5,350 gp
51–60	—	Sticky armor	6000 gp
61–70	—	Tinted mail	8000 gp
71–80	01–10	Dwarven plate	10,500 gp
81–90	11–40	Rusty armor	20,000 gp
91–100	41–60	Breastplate of command	21,600 gp
—	61–80	Fleet armor	25,000 gp
—	81–100	Celestial armor	25,300 gp

Moderate evocation; CL 7th; Craft Magic Arms and Armor; *prismatic spray*; Price +1 bonus.

Elite: In many kingdoms, only those of noble blood are allowed to wear plate armor. Elite armor has been enchanted to make sure this is the case. The armor locks up completely when anyone not of noble blood puts it on, and only a true noble can remove it. While locked up, it requires a DC 25 Strength check just to move a limb, and nothing beyond basic movement is possible.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor; *discern lineage*; Price +1 bonus.

Heroic: This armor informs everyone that its wearer is a powerful knight and a true hero. The armor radiates strength, courage, and honor, as if the owner had cast a *prayer* spell. This effect is continuous, however.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor; *prayer*, *permanency*; Price +4 bonus.

Knightly: This property is similar to elite armor, except that only someone who has been properly knighted can wear knightly armor. The armor locks up on non-knights, just as elite armor does on non-nobles.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor; *discern lineage*; Price +1 bonus.

Locking: Many knights consider this armor dishonorable. It looks completely normal, but upon command the wearer can lock any joint into its current position. Multiple joints can be locked at once — the owner can lock the entire armor as a single free action. This allows a jousting knight to level the lance at his opponent and then lock his elbow, shoulder, and wrist in place, so that he can hold the lance steady without strain. Knights also use this while standing for long periods, locking legs and back so that the armor supports them rather than the other way around. The armor also grants a +2 bonus on all relevant Constitution checks while it is locked.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor; *reinforcement*; Price +1 bonus.

Matte: Matte armor has a brushed look, so that its metal plates are dull rather than shiny. This armor actually absorbs the light around it, granting its wearer +3 to Hide checks. The armor also provides a +5 to saves against light-based attacks like *prismatic spray* and *dazzling armor*, as the light is drawn to the armor instead of striking the owner's eyes.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor; *darkness*; Price +1 bonus.

SPECIFIC ARMORS:

Fleet Armor: This armor looks like normal full plate, and functions as *full plate* +1. It weighs only 25 pounds, however — half the normal weight — and allows its wearer to move at normal unarmored speed (30 ft. for humans and elves, 20 ft. for dwarves and halflings and gnomes). Fleet armor has a maximum Dex bonus of +4, an armor check penalty of -2, and an Arcane Spell Failure of 20%.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor; *feather fall*, *levitate*; Price 25,000 gp; Cost to Create 14,000 gp + 1000 XP.

Rusty Armor: This +1 *half-plate* looks rusty and ill used, but is actually in excellent condition. It cannot be affected by rust, or by adverse weather conditions (most armor has to be tended carefully to keep the straps and joints from cracking in the heat or constricting in the cold). Whenever a metal weapon strikes this armor, however, the weapon begins to rust. Every round after that, the weapon's damage is reduced by an additional 2 points, as it becomes more pitted and corroded and damaged. When the penalty equals or exceeds the weapon's normal damage (for example, three rounds for a short sword, since it does 1d6 and three rounds means it is doing 6 points less), the weapon has been completely destroyed. This effect works on armor and other metal items as well, doing 1d4 damage per round. Note, however, that magic items are immune to this effect.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor; *rusting grasp*; Price 20,000 gp; Cost to Create 12,000 gp + 800 XP.

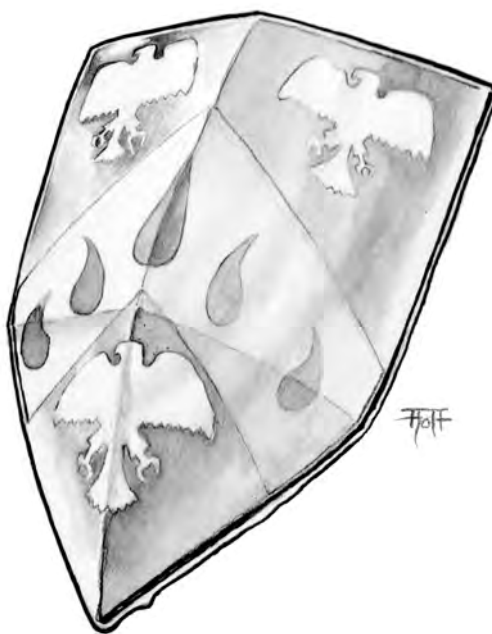
Shield of Disguise: Upon command, this +1 *steel shield*'s surface turns a solid color of the owner's choice, completely hiding the owner's coat of arms. The shield reverts when the second command word is spoken. Knights use this

shield when they wish to fight without revealing themselves — if they cannot get a fair fight or a worthy opponent once people recognize them, for example.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor; *mutable inscription*; Price 1500 gp; Cost to Create 800 gp + 80 XP.

Slippery Shield: Considered unsportsmanlike, this +1 *shield* is enchanted so that blows struck against it slide off as if the shield were coated in grease. This reduces the chance that an opponent can get a solid hit on the shield during a tourney; opponents suffer a -4 penalty to target the shield. The shield has a slight oily sheen across the front.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor; *grease*; Price 1500 gp; Cost to Create 800 gp + 80 XP.



Sticky Armor: Sticky armor looks like normal breastplate, except that the metal is dull and nonreflective — it also does not look perfectly smooth, almost as if the armor was slightly pitted. The metal is fine, in fact, but is covered with a thin sheen of some sticky substance. Anyone striking this +1 *breastplate* with a weapon (but not a natural weapon) must make a DC 15 Reflex save or have their weapon stuck to the breastplate. Freeing a stuck weapon is a full-round action, and requires a DC 15 Strength check. This armor is considered dishonorable, but is a favorite of some fae.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor; *sticking scabbard*; Price 6000 gp; Cost to Create 3200 gp + 200 XP.

Tinted Mail: This unusual suit of +3 *chainmail* is very lightweight and made of very fine mithral links (treat as elven chain). It has a rainbow sheen to it, and colors shift across it constantly. The armor also seems to brighten and darken in places, making it very difficult to see the armor — or its wearer — clearly. Tinted mail grants an additional +2 enhancement bonus to Armor Class against ranged attacks, but imposes a –10 circumstance penalty on Hide checks.

Moderate transmutation; CL: 11th; Craft Magic Arms and Armor; *dancing lights*, *center of attention*; Price 8000 gp; Cost to Create 4500 gp + 250 XP.

WEAPONS

It should be no surprise that magic weapons are highly prized in the Arthurian setting. Every knight hopes to acquire an enchanted blade or ensorcelled axe. They do not see this as a crutch or a cheat, but rather as a proper tool for someone of their strength and skill. Conversely, many of the nonknightly magic weapons were created specifically to help peasants and commoners defend themselves against cruel knights and evil overlords.

NEW WEAPON SPECIAL ABILITIES

Anointed: Knights often vow to find and destroy all evil, and these weapons were created to aid them in that quest. An anointed weapon is similar to a holy weapon, in that it is aligned with good and blessed by some holy power. The wielder of an anointed weapon can use *detect evil* at will, and the weapon glows when it points at an evil creature. These weapons also do an additional 1d6 of damage to evil creatures, and produce a flash of light when they strike such foes. Anointed weapons are usually attractive and made from silver, gold, steel, and white stone or gems.

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor; *holy smite*, *detect evil*, caster must be good; Price +4 bonus.

Armor-piercing: This potent enchantment allows the weapon in question to slice through armor as easily as a sharp blade might cut a blade of grass. Armor-piercing weapons were designed for use against knights, because they ignore the knight's single greatest advantage — his plate armor. A blow dealt with an armor-piercing weapon ignores any armor bonuses from metal armor or shield, or from any other metal object the individual is using for protection (such as a

heavy metal door). All other AC bonuses (such as enhancement) still apply.

Moderate evocation; CL 9th; Craft Magic Arms and Armor; *imbue weapon*; Price +3 bonus.

Clarity: Knights frequently take vows of honesty, but the rest of the world is very different. People lie, and both spellcasters and monsters often present false images. These weapons help cut through falsehoods and expose the truth. A weapon of clarity allows its wielder to cast *detect lies* at will, and the weapon glows when a lie is told in its presence. The bearer also gains a +5 on Sense Motive checks, even when the weapon is not drawn. Weapons of clarity can also disrupt illusions — upon striking the illusion, the weapon's wielder makes a Will save at +5 to see through the illusion. The wielder also gains an additional +5 on saves against illusions and enchantments. Finally, the wielder can make a DC 20 Will save to see invisible creatures within his vicinity.

Moderate divination; CL 9th; Craft Magic Arms and Armor; *detect lies*, *see invisible*; Price +4 bonus.

Dazzling: When a dazzling weapon is raised to strike, provided it is a clear day or an indoor setting with torches, the light glances off the blade and into the eyes of the wielder's opponent(s). Each opponent within a 5-foot radius must make a DC 15 Reflex save to avoid being dazzled for 1d4 rounds. This power can be used every other round as a move action. Note that dazzling weapons do not glow or shed light of their own.

Moderate evocation; CL 7th; Craft Magic Arms and Armor; *color spray*; Price +1 bonus.

Dazzling Burst: These weapons have the same property as dazzling weapons, except that they do produce a faint shimmer in the dark. Upon a successful critical, a dazzling burst weapon does an additional 2d8 points of damage, as if the target was struck by a *searing light* spell. If the strike threatens a critical against an undead opponent, the wielder should still roll to confirm a critical, even though undead are immune to critical hits. On a successful confirmation, the dazzling burst weapon instead does 5d6 points of extra damage to an undead foe (5d8 to vampires or other undead particularly vulnerable to sunlight).

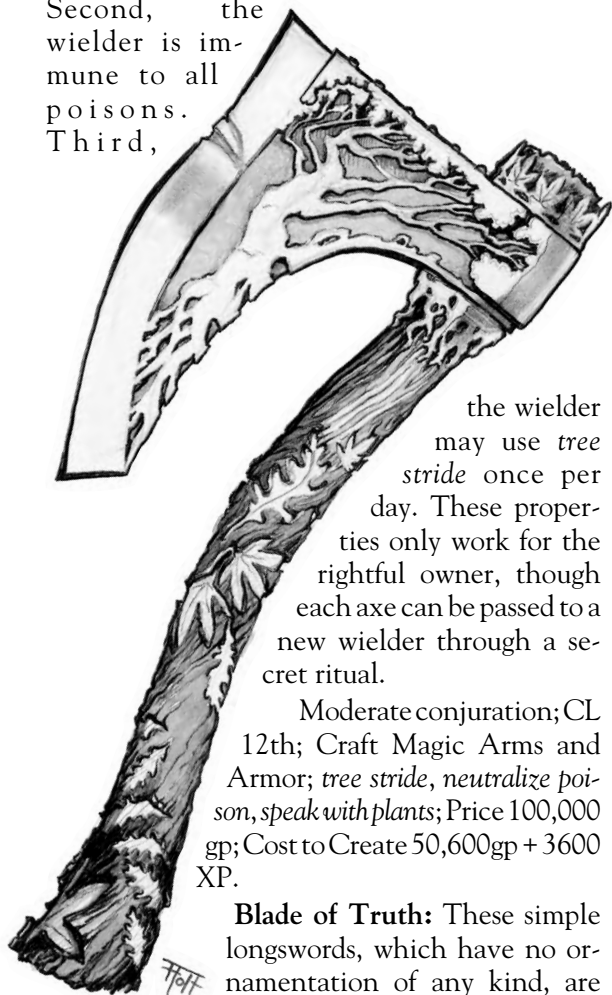
Moderate evocation; CL 9th; Craft Magic Arms and Armor; *color spray*, *searing light*; Price +3 bonus.

Dread: An impressive weapon can be used to intimidate opponents, but these weapons have been enchanted to produce genuine fear. When drawn and brandished, a dread weapon casts *fear* in a 5-foot radius about the wielder. Anyone within that area must make a DC 20 Will save or suffer as from a *fear* spell as cast by an 8th-level caster. Invoking this power is a standard action that does not provoke an attack of opportunity. Most dread weapons have barbs and hooks and other nasty protrusions, and are blackened or made from strange materials.

Moderate necromancy; CL 8th; Craft Magic Arms and Armor; *fear*; Price +2 bonus.

SPECIFIC WEAPONS:

The Axe of the Green Knight: These impressive single-bladed war axes are the primary weapons of the green knights. Each axe is crafted for a specific knight, and so they vary slightly in length, weight, and balance. Their hafts are always green wood, and leaves are usually carved along their length. These axes function as +2 battleaxes, with three special abilities. First, the wielder may *speak with plants* at will, as the spell. Second, the wielder is immune to all poisons. Third,



the wielder may use *tree stride* once per day. These properties only work for the rightful owner, though each axe can be passed to a new wielder through a secret ritual.

Moderate conjuration; CL 12th; Craft Magic Arms and Armor; *tree stride*, *neutralize poison*, *speak with plants*; Price 100,000 gp; Cost to Create 50,600gp + 3600 XP.

Blade of Truth: These simple longswords, which have no ornamentation of any kind, are

TABLE 5-2: SPECIFIC WEAPONS

Medium	Major	Specific Weapon	Price
01-20	—	<i>Sleep arrow</i>	132 gp
21-40	—	<i>Screaming bolt</i>	257 gp
41-55	01-04	<i>Slaying arrow</i>	2,282 gp
56-65	05-09	Adamantine dagger	3,302 gp
66-70	—	<i>Bracing spear</i>	4310 gp
71-74	10-13	<i>Slaying arrow (greater)</i>	4,057 gp
—	14-17	<i>Club of confusion</i>	8,300 gp
75-77	18-20	<i>Dagger of venom</i>	9,302 gp
78-79	21-25	Adamantine battleaxe	9,310 gp
80-82	26-30	<i>Assassin's dagger</i>	10,302 gp
83-85	31-35	<i>Siege mace</i>	15,305 gp
86-88	36-40	<i>Sword of subtlety</i>	15,310 gp
89-91	41-45	<i>Mace of terror</i>	17,812 gp
92-94	46-50	<i>Distant lockbow</i>	18,000 gp
95-96	51-55	<i>Flame tongue</i>	18,315 gp
97-98	56-60	<i>Oathbow</i>	27,875 gp
99-100	61-66	<i>Frost brand</i>	49,350 gp
—	67-72	<i>Sun blade</i>	50,335 gp
—	73-78	<i>Sylvan scimitar</i>	55,815 gp
—	79-81	<i>Dwarven thrower</i>	60,312 gp
—	82-83	<i>Mace of smiting</i>	75,312 gp
—	84-85	<i>Axe of the Green Knight</i>	100,310 gp
—	86-87	<i>Holy avenger</i>	120,315 gp
—	88-90	<i>Sword of the Senses</i>	150,315 gp
—	91-96	<i>Blade of truth</i>	150,315 gp
—	97-100	<i>Luck blade</i>	170,560 gp

enchanted to reveal the truth. Each such blade functions as a +2 *longsword of clarity*. In addition, anyone touching any part of the blade must make a DC 25 Will save or be compelled to answer any question truthfully. Note that this does not prevent the person from withholding information, or from speaking vaguely, but he cannot tell a direct lie.

Moderate divination; CL 9th; Craft Magic Arms and Armor; *detect lies*, *see invisible*, *zone of truth*; Price 150,315 gp; Cost to Create 75,107 gp + 6012 XP.

Bracing Spear: Despite the name, these infantry weapons can be glaives, guisarmes, longswords, or ranseurs — any weapons used against charging cavalry or mounted knights. Each of these weapons functions as a +1 weapon of its type, and has a solid crossbar just below its blade — at the opposite end of the shaft is a thick metal spike. If the spike is dug into the ground, and the spear is leveled at an angle against foes, the wielder is braced for impact. When a mounted opponent charges and the spear connects, the person on horseback must make a Dex check at DC 25 to avoid being thrown to the ground (Mounted Combat and other feats may apply). The spear's wielder does not need to make a save,

and remains standing, with the spear still planted in the ground.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor; *secure footing, reinforcement*; Price 4310 gp; Cost to Create 2155 gp + 172 XP.

Club of Confusion: This weapon looks like a plain wooden club with a leather-wrapped handle. It acts as a +1 *club*, but on a critical hit the victim must make a DC 15 Will save or be confused as per the spell *confusion*. The effect lasts 1d4 rounds.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor; *confusion*; Price 8300 gp; Cost to Create 4150 gp + 332 XP.

Distant Lockbow: These +1 *lockbows* are enchanted to increase their range and accuracy; their range increments are doubled. Distant lockbows are usually more streamlined and graceful than their mundane counterparts.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor; *Hawkeye*; Price 18,000 gp; Cost to Create 10,000 gp + 800 XP.

Siege Mace: These heavy iron maces are intended for soldiers and knights laying siege to castles. The weapons serve as +1 *maces* when used against creatures or against wood or metal. Against stone, however, these maces do three times their normal damage. Most siege maces are rough looking, with dents all along their length.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor; *Myrddin's sapper*; Price 15,310 gp; Cost to Create 7,655 gp + 762 XP.

Sword of the Senses: These +1 *longswords* are enchanted to repel other enchantments, and to help remove unhealthy spells from other people. While holding the drawn weapon, the wielder of a *sword of the senses* is immune to enchantments and can see through illusions automatically. Anyone struck with the flat of the blade is relieved of any enchantments currently cast upon him (both positive and negative) and can see through illusions for the next three minutes. *Swords of the senses* usually have an open eye etched into the blade.

Moderate divination; CL 11th; Craft Magic Arms and Armor; *break enchantment, spell shield, magic shield*; Price 150,310 gp; Cost to Create 75,155 gp + 6012 XP.

POTIONS

Potions, as separate liquids whose sole purpose is to convey magic, are extremely rare in the Arthurian setting. That's because wine and beer and ale are often enchanted, and so most spellcasters simply use these beverages to hold their magic. One of the major advantages to this is subtlety — a wine that has a potion of truth within it tastes like wine, and so the presence of the potion is hard to detect. Instilling a normal liquid with magic still requires the Brew Potion feat.

Here are the standard costs for adding enchantments to food or drink:

50–150 gp for a 1st-level spell

200–500 gp for a 2nd-level spell

750–900 gp for a 3rd-level spell

Anything higher than third level is extremely difficult, costly, and time-consuming, and must be negotiated with the caster.

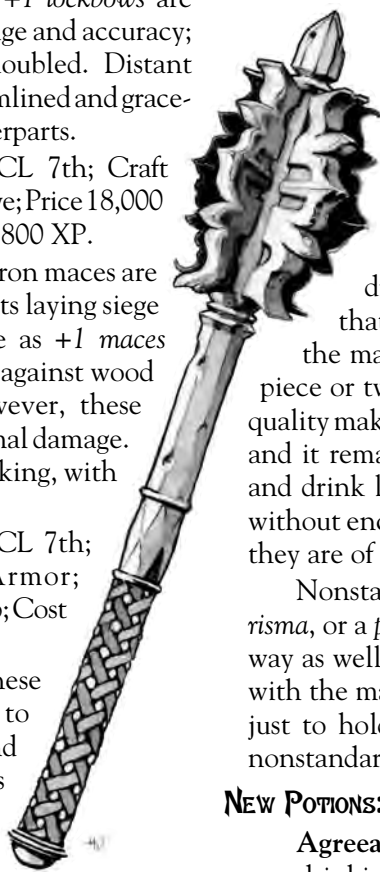
The cost for the enchantment is higher for lower-quality food and drink (near the top of the range for that level spell), because they don't hold the magic as well. Spending an extra gold piece or two to make sure the wine is of good quality makes the item less expensive in the end, and it remains potent longer. Enchanted food and drink lasts twice as long as the same food without enchantment, and three times longer if they are of higher quality.

Nonstandard potions (like a *potion of charisma*, or a *potion of heroism*) can be created this way as well, imbuing an existing liquid or food with the magic instead of creating a new liquid just to hold the magic. Below are a few new nonstandard potions, as well.

NEW POTIONS:

Agreeableness: This potion causes the person drinking it to become more susceptible to suggestions. The character can make a DC 20 Will save each time someone suggests they do something (+5 if the suggested action is out of character for them, +10 if it puts them in immediate danger, –5 if it is something they were already considering). If they fail the roll, the character has to do as suggested. The character also suffers a –4 penalty on saving throws against illusions and enchantments. The effects last for one hour.

Faint enchantment; CL 5th; Brew Potion; *suggestion*; Price 750 gp



Haziness: Drinking this potion clouds the character's memory for an extended period. The character finds it difficult to think clearly (–5 on both Intelligence and Wisdom checks for the duration), and afterward cannot clearly recall that period of time — hazy memories may surface, but nothing clear. The effects last for one hour.

Faint enchantment; CL 2nd; Brew Potion, *alddle*; Price 150 gp

Courage: This potion stiffens the drinker's resolve, and helps calm (or hide) any fears. The character is at +4 on all Will saves against fear

effects and other effects that might deter him from his chosen course of action (such an illusion intended to frighten him away from a battle). The effect lasts for one hour.

Faint enchantment; CL 3rd; Brew Potion; spellcaster level 4+; Price 300 gp

RINGS

Jewelry is common in the Arthurian world, and rings are popular with both men and women. Women's rings tend to be elegant, with delicate bands and faceted gems. Men's rings are larger

TABLE 5–3: POTIONS AND OILS

Minor	Medium	Major	Potion or Oil	Price	Minor	Medium	Major	Potion or Oil	Price
01–10	—	—	<i>Cure light wounds</i> (potion)	50 gp	—	52	17–18	<i>Shield of faith +4</i> (potion)	600 gp
11–13	—	—	<i>Endure elements</i> (potion)	50 gp	—	53–54	19–20	<i>Resist energy (type) 20</i> (potion)	700 gp
14–15	—	—	<i>Hide from animals</i> (potion)	50 gp	—	55–56	21–22	<i>Agreeableness</i> (potion)	750 gp
16–17	—	—	<i>Hide from undead</i> (potion)	50 gp	—	57–60	23–28	<i>Cure serious wounds</i> (potion)	750 gp
18–19	—	—	<i>Jump</i> (potion)	50 gp	—	61	29	<i>Daylight</i> (oil)	750 gp
20–22	—	—	<i>Mage armor</i> (potion)	50 gp	—	62–64	30–32	<i>Displacement</i> (potion)	750 gp
23–25	—	—	<i>Magic fang</i> (potion)	50 gp	—	65	33	<i>Flame arrow</i> (oil)	750 gp
26	—	—	<i>Magic stone</i> (oil)	50 gp	—	66–68	34–38	<i>Fly</i> (potion)	750 gp
27–29	—	—	<i>Magic weapon</i> (oil)	50 gp	—	69	39	<i>Gaseous form</i> (potion)	750 gp
30	—	—	<i>Pass without trace</i> (potion)	50 gp	—	70–71	—	<i>Greater magic fang +1</i> (potion)	750 gp
31–32	—	—	<i>Protection from (alignment)</i> (potion)	50 gp	—	72–73	—	<i>Greater magic weapon +1</i> (oil)	750 gp
33–34	—	—	<i>Remove fear</i> (potion)	50 gp	—	74–75	40–41	<i>Haste</i> (potion)	750 gp
35	—	—	<i>Sanctuary</i> (potion)	50 gp	—	76–78	42–44	<i>Heroism</i> (potion)	750 gp
36–38	—	—	<i>Shield of faith +2</i> (potion)	50 gp	—	79–80	45–46	<i>Keen edge</i> (oil)	750 gp
39	—	—	<i>Shillelagh</i> (oil)	50 gp	—	81	47	<i>Magic circle against (alignment)</i> (potion)	750 gp
40	01	—	<i>Bless weapon</i> (oil)	100 gp	—	82–83	—	<i>Magic vestment +1</i> (oil)	750 gp
41–42	02	—	<i>Haziness</i> (potion)	150 gp	—	84–86	48–50	<i>Neutralize poison</i> (potion)	750 gp
43–44	03–04	—	<i>Enlarge person</i> (potion)	250 gp	—	87–88	51–52	<i>Nondetection</i> (potion)	750 gp
45	05	—	<i>Reduce person</i> (potion)	250 gp	—	89–91	53–54	<i>Protection from energy (type)</i> (potion)	750 gp
46–47	06	—	<i>Aid</i> (potion)	300 gp	—	92–93	55	<i>Rage</i> (potion)	750 gp
48–50	07	—	<i>Barkskin +2</i> (potion)	300 gp	—	94	56	<i>Remove blindness/deafness</i> (potion)	750 gp
51–53	08–10	—	<i>Bear's endurance</i> (potion)	300 gp	—	95	57	<i>Remove curse</i> (potion)	750 gp
54–56	11–13	01–02	<i>Blur</i> (potion)	300 gp	—	96	58	<i>Remove disease</i> (potion)	750 gp
57–59	14–16	—	<i>Bull's strength</i> (potion)	300 gp	—	97	59	<i>Tongues</i> (potion)	750 gp
60–61	17–18	—	<i>Cat's grace</i> (potion)	300 gp	—	98–99	60	<i>Water breathing</i> (potion)	750 gp
62–64	19–21	—	<i>Courage</i> (potion)	300 gp	—	100	61	<i>Water walk</i> (potion)	750 gp
65–67	22–27	03–07	<i>Cure moderate wounds</i> (potion)	300 gp	—	—	62–63	<i>Barkskin +4</i> (potion)	900 gp
68	28	—	<i>Darkness</i> (oil)	300 gp	—	—	64	<i>Shield of faith +5</i> (potion)	900 gp
69–71	29–30	08–09	<i>Darkvision</i> (potion)	300 gp	—	—	65	<i>Good hope</i> (potion)	1,050 gp
72–74	31	—	<i>Delay poison</i> (potion)	300 gp	—	—	66–68	<i>Resist energy (type) 30</i> (potion)	1,100 gp
75–76	32–33	—	<i>Eagle's splendor</i> (potion)	300 gp	—	—	69	<i>Barkskin +5</i> (potion)	1,200 gp
77–78	34–35	—	<i>Fox's cunning</i> (potion)	300 gp	—	—	70–73	<i>Greater magic fang +2</i> (potion)	1,200 gp
79–81	36–37	10–11	<i>Invisibility</i> (potion or oil)	300 gp	—	—	74–77	<i>Greater magic weapon +2</i> (oil)	1,200 gp
82–84	38	12	<i>Lesser restoration</i> (potion)	300 gp	—	—	78–81	<i>Magic vestment +2</i> (oil)	1,200 gp
85–86	39	—	<i>Levitate</i> (potion or oil)	300 gp	—	—	82	<i>Protection from arrows 15/magic</i> (potion)	1,500 gp
87	40	—	<i>Misdirection</i> (potion)	300 gp	—	—	83–85	<i>Greater magic fang +3</i> (potion)	1,800 gp
88–89	41–42	—	<i>Owl's wisdom</i> (potion)	300 gp	—	—	86–88	<i>Greater magic weapon +3</i> (oil)	1,800 gp
90–91	43	—	<i>Protection from arrows 10/magic</i> (potion)	300 gp	—	—	89–91	<i>Magic vestment +3</i> (oil)	1,800 gp
92–93	44	13	<i>Remove paralysis</i> (potion)	300 gp	—	—	92–93	<i>Greater magic fang +4</i> (potion)	2,400 gp
94–96	45–46	—	<i>Resist energy (type) 10</i> (potion)	300 gp	—	—	94–95	<i>Greater magic weapon +4</i> (oil)	2,400 gp
97	47–48	14	<i>Shield of faith +3</i> (potion)	300 gp	—	—	96–97	<i>Magic vestment +4</i> (oil)	2,400 gp
98–99	49	—	<i>Spider climb</i> (potion)	300 gp	—	—	98	<i>Greater magic fang +5</i> (potion)	3,000 gp
100	50	15	<i>Undetectable alignment</i> (potion)	300 gp	—	—	99	<i>Greater magic weapon +5</i> (oil)	3,000 gp
—	51	16	<i>Barkskin +3</i> (potion)	600 gp	—	—	100	<i>Magic vestment +5</i> (oil)	3,000 gp

and heavier, often blocky, and often have a flat gem or stone set across the front. This is particularly true of the signet ring — these items are deliberately made even larger, both so that they are more visible and so that they present a larger surface for the coat of arms to be carved upon. Commoners also wear rings, though theirs are often simple bands of silver or brass or even stone, carved with patterns and perhaps set with a semi-precious stone.

TABLE 5-4: RINGS

Minor	Medium	Major	Ring	Price
01-05	—	—	<i>Climbing</i>	2,000 gp
06-10	—	—	<i>Jumping</i>	2,000 gp
11-15	—	—	<i>Protection +1</i>	2,000 gp
16-20	—	—	<i>Authority</i>	2,000 gp
21-25	—	—	<i>Warmth</i>	2,100 gp
26-30	—	—	<i>Feather falling</i>	2,200 gp
31-40	—	—	<i>Swimming</i>	2,300 gp
41-45	—	—	<i>Sustenance</i>	2,500 gp
46-50	—	—	<i>Counterspells</i>	4,000 gp
51-55	01-05	—	<i>Mind shielding</i>	8,000 gp
56-60	06-10	—	<i>Protection +2</i>	8,000 gp
61-70	11-20	—	<i>Force shield</i>	8,500 gp
71-75	21-25	—	<i>Ram</i>	8,600 gp
76-80	26-30	01	<i>Animal friendship</i>	9,500 gp
81-85	31-35	02	<i>Chameleon power</i>	12,000 gp
86-90	36-40	03	<i>Water walking</i>	15,000 gp
91-95	41-45	04	<i>Privacy</i>	15,000 gp
96-100	46-50	05	<i>Elemental resistance, minor</i>	16,000 gp
—	51-55	06-07	<i>Protection +3</i>	18,000 gp
—	56-60	08-10	<i>Invisibility</i>	20,000 gp
—	61-65	11-15	<i>Wizardry (I)</i>	20,000 gp
—	66-70	16-20	<i>Elemental resistance, major</i>	24,000 gp
—	71-75	21-25	<i>X-ray vision</i>	25,000 gp
—	76-80	26-30	<i>Evasion</i>	25,000 gp
—	81-84	31-35	<i>Blinking</i>	30,000 gp
—	85-87	36-40	<i>Protection +4</i>	32,000 gp
—	88-90	41-45	<i>Wizardry (II)</i>	40,000 gp
—	91-92	46-50	<i>Freedom of movement</i>	40,000 gp
—	93-94	51-56	<i>Armor (leather)</i>	40,000 gp
—	95-96	57-61	<i>Friend shield</i>	50,000 gp
—	97	62-67	<i>Protection +5</i>	50,000 gp
—	98	68-72	<i>Armor (chainmail)</i>	62,000 gp
—	99	73-76	<i>Telekinesis</i>	75,000 gp
—	100	77-80	<i>Wizardry (III)</i>	80,000 gp
—	—	81-84	<i>Armor (breastplate)</i>	85,000 gp
—	—	85-87	<i>Spell storing</i>	90,000 gp
—	—	86-89	<i>Regeneration</i>	90,000 gp
—	—	90-92	<i>Wizardry (IV)</i>	100,000 gp
—	—	93-94	<i>Armor (full plate)</i>	110,000 gp
—	—	95-96	<i>Spell turning</i>	150,000 gp
—	—	97	<i>Air elemental command</i>	200,000 gp
—	—	98	<i>Earth elemental command</i>	200,000 gp
—	—	99	<i>Fire elemental command</i>	200,000 gp
—	—	100	<i>Water elemental command</i>	200,000 gp

NEW RINGS:

Armor: This powerful ring looks like a thick leather band, a row of chain links, a leather band with iron disks set about it, or a band of thick iron. When the command word is spoken, a suit of armor suddenly appears around the wearer. This armor is leather, chainmail, breastplate, or full plate. It possesses no special armor bonuses and has all the normal statistics for armor of that type, but it is perfectly fitted to the wearer. When the second command word is spoken, the armor disappears again — the owner is left wearing whatever he was wearing before the armor appeared. Only clothing that occupies the same space as the armor disappears — pants, shirts, vests, jackets, boots, etc. Cloaks and capes remain, as do all other items—if the person was wearing a pouch on his belt, the pouch now hangs from the belt around the armor’s waist, and any rings he was wearing are still on his finger underneath his gauntlets. The armor can be removed normally, but it must be worn fully in order to send it back into the ring.

Strong conjuration; CL 13th; Forge Ring; *major creation*; Price 40,000 gp (leather armor); 62,000 gp (chainmail); 85,000 gp (breastplate); 110,000 gp (full plate)

Authority: When this ring is forged, the intended owner’s name is inscribed around the inside of the band. Then, once finished, the ring is placed on that person’s finger, and the forger speaks the final command words. The ring is now bonded to that person. It produces a faint glow from deep within both its band and its stone (if any) when that person wears it. Anyone else who tries to put on the ring takes 1d4 points of damage every round they wear it (although the ring can be easily removed). Most often these rings are signet rings. The rightful owner can pass the ring on to an heir by speaking command words and then taking the ring from his own finger and putting it on the finger of the chosen recipient. The inscription then changes to the name of the new owner.

Faint abjuration; CL 5th; Forge Ring; *mutable inscription, discern lineage*; Price 2,000 gp

Privacy: This narrow band is plain silver with no markings or stones of any kind. Upon command, it creates a twenty foot-radius globe of hazy light around its master. Those beyond the globe cannot hear anything that occurs within, and have difficulty seeing through the globe as well (–10 to Search, Spot, and Read Lips

check). The globe is not solid, and anything can pass through it in either direction, including magic. The globe moves with the owner, staying centered around him at all times. It lasts up to five minutes at a time, and can be used four times each day.

Moderate abjuration; CL 7th; Forge Ring; *silence* or *selective silence*; Price 15,000 gp

RODS

These items simply are not common in the Arthurian world. Few people carry rods — wizards wield staves or actual weapons like swords, and anyone who can swing a mace would be better off with a real mace than with what is basically a fancy club. Scepter-like rods may be owned by kings and great lords, and held during official functions, but most of these men are knights and prefer to have a sword in hand.

TABLE 5-5: RODS

Medium	Major	Rod	Price
01-06	—	<i>Immovable</i>	7,500 gp
07-12	—	<i>Metal and mineral detection</i>	10,500 gp
21-25	06-10	<i>Wonder</i>	12,000 gp
26-29	11-15	<i>Python</i>	13,000 gp
30-34	16-20	<i>Flame extinguishing</i>	15,000 gp
46-52	34-40	<i>Thunder and lightning</i>	23,000 gp
53-60	41-50	<i>Enemy detection</i>	23,500 gp
61-68	51-55	<i>Splendor</i>	25,000 gp
69-78	56-65	<i>Negation</i>	35,000 gp
79-90	66-80	<i>Flailing</i>	40,000 gp
91-96	81-85	<i>Absorption</i>	50,000 gp
97-100	86-90	<i>Rulership</i>	60,000 gp
—	95-98	<i>Lordly might</i>	70,000 gp
—	99-100	<i>Alertness</i>	72,000 gp

SCROLLS

Though most inhabitants of the Realm can read and write, the habit of writing is still rare. The people most likely to write anything down are scribes, bards, and wizards — the first group to record an event, the second group to recollect it, and the third to gain control over it. But all three know better than to stand still and write — or read — in the midst of a battle. And wizards, the most likely people to use scrolls, often prepare their spells well in advance. This does not mean that magic scrolls do not exist, of course, but they are moderately rare, and highly prized. Arcane scrolls are particularly valued because so many wizard spells take such a long preparation time, and reading the spell from a scroll speeds the process immeasurably.

STAVES

The staff is a practical item — it provides support but can also be used both for attacks and for defense. Best of all, it is easy to make — simply cut down a young sapling, or cut a long straight limb off a tree, and you have a basic staff. These items are carried by many peasants, farmers, and travelers, and are rarely looked at twice. Perhaps this is why wizards like them so much, because a staff is not usually noticed or remarked upon, and because it is easy to keep one close at hand. Wizards often enchant their staves, and some even enchant these items for use by other people.

Staves can be instilled with a particular spell or combination of spells. Most staves have fifty charges, and use one charge each time the spell within them is activated. Once the staff runs out of charges, it is an ordinary staff with no special properties, unless it has been otherwise enchanted. Wizards sometimes enchant their staves as +1 or +2 *quarterstaves*, and these properties neither use charges nor depart after the spell charges are depleted.

NEW SPECIAL STAVES:

Staff of Disappearance: This quarterstaff was supposedly created by an enchanter who disliked fighting, and preferred to run away or to strike from a safe distance. The staff appears normal: a 6-foot length of sturdy oak with brass caps at both ends and leather wrapped around the center. Once every five rounds, the wielder can command the staff to produce either a blinding flash of light or a sudden puff of smoke. The light acts like the blinding flash function of the *pyrotechnics* spell. The smoke is a ten foot-radius fog, and blankets that area as per the spell *fog cloud*. The burst of light lasts only a single round, but the fog lingers for 10 minutes. The wielder

TABLE 5-6: STAVES

Medium	Major	Staff	Price
01-10	—	<i>Size alteration</i>	6,500 gp
11-20	01-05	<i>Disappearance</i>	10,000 gp
21-30	06-15	<i>Charming</i>	12,000 gp
31-40	16-30	<i>Healing</i>	33,000 gp
41-50	31-40	<i>Fire</i>	29,000 gp
51-60	41-50	<i>Frost</i>	70,000 gp
61-70	51-60	<i>Earth and stone</i>	85,000 gp
71-80	61-70	<i>Defense</i>	80,000 gp
81-89	71-80	<i>Woodlands</i>	90,000 gp
90-95	81-90	<i>Life</i>	130,000 gp
96-100	91-100	<i>Power</i>	200,000 gp

can use these distractions to disengage and sneak away from his opponents.

Moderate illusion; CL 7th; Craft Staff; *pyrotechnics*, *fog cloud*; Price 10,000 gp

WANDS

It might seem that magic wands would appear all throughout the Arthurian world. They do not, however — in fact, wands are rarely seen. The reason for this is simple. Spellcasters can create items that store and cast a particular spell upon command. But they can do this with any item. Since the Arthurian world is a rough one, most characters would rather have something sturdier — and more dangerous in its own right — than a slender wooden wand. Instead they enchant their staves, their clubs or their swords. Either that or they enchant their pendant or ring, and leave their hands free to hold a more effective weapon.

This does not mean that wands do not exist, simply that they frequently take on different forms. A wand can be classified as any magic item that has been enchanted to cast a particular spell, and that has a set number of charges or times it can cast that spell. Thus, an amulet that allows its user to cast *spell shield* is considered a wand if the amulet has 20 charges of the spell, rather than an unlimited or constant use. The Craft Wand feat actually becomes more versatile in the Arthurian setting, because it can be used to create a wand of any form. Keep in mind, however, that if the creator needs to shape the wand he still needs the appropriate skill, like Craft (leatherwork) for a belt. Craft Wand allows him to enchant the item with a spell and a number of charges, but it does not aid him in crafting the physical form.

Use Table 5–9 to determine what form the wand has taken, then roll on Table 5–10 for the type of spell, the spell level, the number of charges, and the price.

TABLE 5–7: WAND FORMS

Roll	Wand Form
01–15	Amulet or talisman
16–30	Ring
31–40	Other jewelry (earrings, necklace, circlet, etc.)
41–50	Wand
51–60	Dagger (often silver)
61–70	Staff or club (masterwork)
81–85	Belt
86–90	Other clothing (cloak, boots, etc.)
91–95	Other weapon (sword, axe, mace, etc.)—must be masterwork
95–97	Shield
98–100	Armor

WONDROUS ITEMS

Though enchanted armor is highly valued, it is really only used by knights, professional soldiers, and a few of the heftier adventurers. Swords are rarely carried by anyone but the nobility. Wondrous items, however, can be used by anyone — most of these objects do not look distinctive, and though generally well made, a farmer or merchant may carry one without attracting attention. At the same time, the items are of sufficient quality that a noble could carry them as well and not look ill equipped.

In the Arthurian world, most wondrous items are extremely practical. The magic required to enchant something is rarely wasted on fripperies or mere entertainment — if not something life saving, it is at least something with real use for its owner. Even those items that appear frivolous can be crucial to people in certain occupations or engaged in certain activities.

TABLE 5–8: WANDS

Minor	Medium	Major	Spell Type	Spell Level	Price*
01–17	—	—	Divine (cleric or paladin)	1st	500 gp
18–31	—	—	Divine (druid or ranger)	1st	500 gp
32–50	—	—	Arcane	1st	750 gp
51–67	01–17	—	Divine (cleric or paladin)	2nd	1000 gp
68–81	18–31	—	Divine (druid or ranger)	2nd	1000 gp
82–100	32–50	—	Arcane	2nd	1500 gp
—	51–67	01–17	Divine (cleric or paladin)	3rd	2000 gp
—	68–81	18–31	Divine (druid or ranger)	3rd	2000 gp
—	82–100	32–50	Arcane	3rd	3000 gp
—	—	51–67	Divine (cleric or paladin)	4th	4000 gp
—	—	68–81	Divine (druid or ranger)	4th	4000 gp
—	—	82–100	Arcane	4th	6000 gp

*The market price may increase if the spell has a material component cost, such as *stoneskin*.

Arthurian wondrous items also tend to be subtle in their effect. A pair of boots that lets its wearer run at twice the normal speed is far more common than a pair of boots with wings that let the wearer fly. The former produces an effect that can be dismissed by onlookers,

while the latter is clearly magic. Except for some spellcasters, most people in the Arthurian world prefer not to advertise what they — or their belongings — can do. This gives them an edge, because others may underestimate their capabilities.

TABLE 5—9: MINOR WONDROUS ITEMS

d%	Item	Price	d%	Item	Price
01	<i>Morganna's feather token (anchor)</i>	50 gp	51	<i>Candle of truth</i>	2,500 gp
02	<i>Everburning torch</i>	90 gp	52	<i>Scarab, golembane (any golem)</i>	2,500 gp
03	<i>Morganna's feather token (tree)</i>	100 gp	53	<i>Girdle of the green knight</i>	2,500 gp
04	<i>Morganna's feather token (fan)</i>	200 gp	54	<i>Helm of comprehending languages and reading magic</i>	2,600 gp
05	<i>Dust of tracelessness</i>	250 gp	55	<i>Necklace of fireballs (Type II)</i>	2,700 gp
06	<i>Morganna's feather token (bird)</i>	300 gp	56	<i>Decanter of persuasion</i>	3,000 gp
07	<i>Armor cloth</i>	400 gp	57	<i>Bag of tricks (rust)</i>	3,000 gp
08	<i>Morganna's feather token (swan boat)</i>	450 gp	58	<i>Chime of opening</i>	3,000 gp
09	<i>Tabard of presentability</i>	500 gp	59	<i>Horn of the elflands</i>	3,000 gp
10	<i>Dust of illusion</i>	500 gp	60	<i>Horseshoes of a zephyr</i>	3,000 gp
11	<i>Morganna's feather token (whip)</i>	500 gp	61	<i>Rope of climbing</i>	3,000 gp
12	<i>Necklace of prayer beads (blessing)</i>	500 gp	62	<i>Lens of detection</i>	3,500 gp
13	<i>Unguent of pristine appearance</i>	600 gp	63	<i>Dust of disappearance</i>	3,500 gp
14	<i>Satchel of preservation</i>	800 gp	64	<i>Figurine of wondrous power (silver raven)</i>	3,800 gp
15	<i>Scarab, golembane (flesh)</i>	800 gp	65	<i>Stone salve</i>	4,000 gp
16	<i>Dust of dryness</i>	900 gp	66	<i>Amulet of health (+2)</i>	4,000 gp
17	<i>Bag of tricks (gray)</i>	900 gp	67	<i>Bracers of armor (+2)</i>	4,000 gp
18	<i>Stone of alarm</i>	1,000 gp	68	<i>Cloak of Charisma (+2)</i>	4,000 gp
19	<i>Bracers of armor (+1)</i>	1,000 gp	69	<i>Cloak of resistance (+2)</i>	4,000 gp
20	<i>Cloak of resistance (+1)</i>	1,000 gp	70	<i>Gauntlets of ogre power</i>	4,000 gp
21	<i>Eyes of the eagle</i>	1,000 gp	71	<i>Gloves of arrow snaring</i>	4,000 gp
22	<i>Goggles of minute seeing</i>	1,000 gp	72	<i>Gloves of Dexterity (+2)</i>	4,000 gp
23	<i>Knightly robe</i>	1,000 gp	73	<i>Headband of intellect (+2)</i>	4,000 gp
24	<i>Pearl of power (1st-level spell)</i>	1,000 gp	74	<i>Restorative ointment</i>	4,000 gp
25	<i>Phylactery of faithfulness</i>	1,000 gp	75	<i>Pearl of power (2nd-level spell)</i>	4,000 gp
26	<i>Scarab, golembane (clay)</i>	1,000 gp	76	<i>Periapt of proof against poison</i>	4,000 gp
27	<i>Pipes of the sewers</i>	1,150 gp	77	<i>Periapt of Wisdom (+2)</i>	4,000 gp
28	<i>Scarab, golembane (stone)</i>	1,200 gp	78	<i>Necklace of fireballs (Type III)</i>	4,350 gp
29	<i>Brooch of shielding</i>	1,500 gp	79	<i>Bracelet of friends</i>	4,550 gp
30	<i>Scarab, golembane (iron)</i>	1,600 gp	80	<i>Circlet of persuasion</i>	4,500 gp
31	<i>Necklace of fireballs (Type I)</i>	1,650 gp	81	<i>Incense of meditation</i>	4,900 gp
32	<i>Scarab, golembane (flesh and clay)</i>	1,800 gp	82	<i>Scabbard of restoration</i>	5,000 gp
33	<i>Pipes of sounding</i>	1,800 gp	83	<i>Necklace of prayer beads (karma)</i>	5,000 gp
34	<i>Efficient quiver</i>	1,800 gp	84	<i>Bag of holding (Bag 2)</i>	5,000 gp
35	<i>Horseshoes of speed</i>	1,900 gp	85	<i>Candle of life</i>	5,000 gp
36	<i>Universal solvent</i>	2,000 gp	86	<i>Bracers of archery</i>	5,100 gp
37	<i>Vest of escape</i>	2,000 gp	87	<i>Eversmoking bottle</i>	5,200 gp
38	<i>Amulet of natural armor (+1)</i>	2,000 gp	88	<i>Necklace of fireballs (Type IV)</i>	5,400 gp
39	<i>Slippers of spider climbing</i>	2,000 gp	89	<i>Sustaining spoon</i>	5,500 gp
40	<i>Boots of elvenkind</i>	2,000 gp	90	<i>Marvelous pigments</i>	5,500 gp
41	<i>Cloak of elvenkind</i>	2,000 gp	91	<i>Wind fan</i>	5,500 gp
42	<i>Satchel of concealment</i>	2,000 gp	92	<i>Vestment, druid's</i>	5,800 gp
43	<i>Hat of disguise</i>	2,000 gp	93	<i>Boots of striding and springing</i>	6,000 gp
44	<i>Handy haversack</i>	2,000 gp	94	<i>Enunciated helm</i>	6,000 gp
45	<i>Horn of fog</i>	2,000 gp	95	<i>Horn of goodness/evil</i>	6,000 gp
46	<i>Dust of appearance</i>	2,100 gp	96	<i>Cloak of arachnida</i>	6,000 gp
47	<i>Glove of storing</i>	2,200 gp	97	<i>Gloves of swimming and climbing</i>	6,000 gp
48	<i>Sovereign glue</i>	2,400 gp	98	<i>Necklace of fireballs (Type V)</i>	6,150 gp
49	<i>Bag of holding (Bag 1)</i>	2,500 gp	99–100	GM's choice	
50	<i>Boots of the winterlands</i>	2,500 gp			

NEW WONDROUS ITEMS:

Armor Cloth: This rag-sized piece of cloth feels very soft to the touch, and faintly damp but not actually wet. It is not uncommon for a servant to wipe his master's armor with a rag, to clear away the worst of the dirt and muck it may have acquired during a battle or a tourney. But this armor cloth has been enchanted to do more than just clean. It casts *mending* and *dirtwall* on the spot it touches. This removes any trace of dirt, grime, stain, or any other marring, and polishes the metal mirror-bright. It also removes any rust, and mends small tears, dents, and other minor damage. Armor cloth is not powerful enough to repair major damage, but it fixes cosmetic problems.

Faint transmutation; CL 5th; Craft Wondrous Item; *mending*, *dirtwall*; Price 400 gp; Weight 1/2 lb.

Bleis' Wondrously Deft Slippers: These low-cut, fur-lined soft leather slippers are extremely comfortable, and much sought-after by travelers. But wizards often wear them as well, and for more than just comfort. These slippers aid their owner as if the spell *secure footing* had been cast upon him, and the effect is continuous as long as she wears the slippers. Note that, as with many magic items these slippers shrink or grow to fit their owner, but they cannot be worn over other footwear, and anything loose enough to fit over them would be too loose and awkward to allow for proper movement.

Moderate transmutation; CL 9th; Craft Wondrous Item; *secure footing*; Price 45,000 gp; Weight 1/2 lb.

Candle of Life: This strange candle is a thick, heavy white wax cylinder, nearly four inches in diameter and one foot in height. When the candle is prepared for lighting, and its wick is first trimmed, the person performing the preparations names a particular person, and then imbeds a nail clipping or lock of hair from the subject in the base of the candle. The candle is now mystically linked to that person. Once lit, the candle stays lit as long as that person is still alive. It flickers when he is in doubt, flares when he is in trouble, and burns straight and clear when he is prospering. Whenever the person is hurt, the candle's flame lowers, and by its height someone watching can tell how grievous the wound is. The candle goes out the instant the person dies, and cannot be relit by any means — after 1d4 hours the entire candle crumbles as if it were ancient. Noble parents often light these

candles for their children, and ladies light them for their lords, so that they can be sure of how their loved ones fare while away.

Strong divination; CL 13th; Craft Wondrous Item; *sensory bond*; Price 5000 gp; Weight 2 lb.

Decanter of Persuasion: This handsome crystal decanter comes with a faceted crystal stopper, and would not be out of place even on the High King's table. It can hold any liquid, but is generally used for wine or mead. Any liquid poured into this decanter and allowed to sit for one hour becomes a *potion of agreeableness*. The liquid only retains the magic for one hour if it is removed from the decanter, however. Liquid left in the decanter can retain this property indefinitely. The *decanter of persuasion* functions in this fashion once per week.

Moderate enchantment; CL 7th; Craft Wondrous Item; *charm person*, *flavorlock*; Price 3000 gp; Weight 1 lb.

Enunciated Helm: This enchanted helm fits any suit of breastplate, half-plate, or full plate armor. It grants the wearer a +1 armor bonus to AC, and has the spell *project voice* upon it. The wearer can always be heard clearly by those around him, making this helm extremely useful for shouting battlefield commands.

Moderate illusion and transmutation; CL 7th; Craft Wondrous Item; *project voice*; Price 6000 gp; Weight 3 lb.

Girdle of the Green Knight: This green leather belt, crafted to resemble a vine with leaves all along it, is given to aspiring green knights to aid them in their travels. The girdle grants its wearer the ability to go 1d4 days without food or drink, with no ill effect. After that time, the wearer begins to feel the effects of starvation and dehydration, but those first days do not count toward the effects. In other words, if the wearer goes six days without food or drink, but the belt protects him for four days, he only feels as if he had gone two days without sustenance. Once the wearer eats and drinks, the belt is recharged.

Faint transmutation; CL 5th; Craft Wondrous Item; *endurance*; Price 2500 gp; Weight 1 lb.

Harp of Tranquility: This small harp looks well made but otherwise unremarkable, and is crafted from fine wood. It never needs tuning, and when strummed it produces clear notes that soothe those close enough to hear. When played, this harp creates a 15 foot-radius sphere around it. Those beyond this sphere cannot clearly hear or even see what those within are doing (similar

to a ring of privacy), nor can they scry them (as the spell *nondetection*). The air within the sphere is calm and pleasant, as if the spell *calm weather* had been cast. The effect disappears the instant the harpist stops playing. This power functions twice each day, though it remains for as long as the harpist plays.

Moderate transmutation and illusion; CL 7th; Craft Wondrous Item; *calm weather*, *selective silence* or *selective senses*; 20,000 gp; Weight 3 lb.

Helm of Alertness: This helm has been enchanted to protect the wearer from harm. It adds a +1 armor bonus to AC, but more importantly the person wearing this helm cannot be dazed or stunned, regardless of blows or spells. The wearer is immune to spells like *addled*, *daze*, and *confusion*. The helm also shields the wearer from blindness or deafness, both natural and magical (anyone wearing this helm is immune to the effect of dazzling weapons or armor).

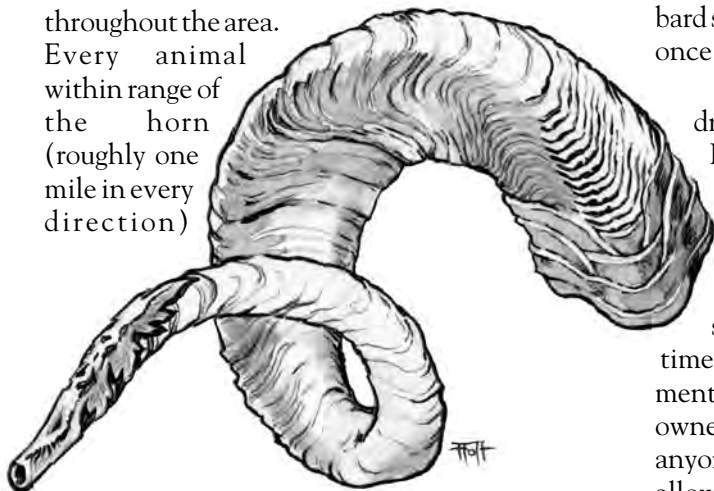
TABLE 5—10: MEDIUM WONDROUS ITEMS

d%	Item	Price	d%	Item	Price
01–02	Bag of tricks (tan)	6,300 gp	54	Figurine of wondrous power (onyx dog)	15,500 gp
03–04	Circlet of blasting, minor	6,480 gp	55	Chime of interruption	15,800 gp
05–06	Pipes of haunting	6,500 gp	56	Amulet of health (+4)	16,000 gp
07–08	Robe of useful items	7,000 gp	57	Belt of giant strength (+4)	16,000 gp
09–10	Bag of holding (Bag 3)	7,400 gp	58	Bracers of armor (+4)	16,000 gp
11–12	Boots of levitation	7,500 gp	59	Cloak of Charisma (+4)	16,000 gp
13–14	Harp of charming	7,500 gp	60	Cloak of resistance (+4)	16,000 gp
15	Periapt of health	7,500 gp	61	Gloves of Dexterity (+4)	16,000 gp
16	Candle of invocation	7,800 gp	62	Headband of intellect (+4)	16,000 gp
17	Amulet of natural armor (+2)	8,000 gp	63	Pearl of power (4th-level spell)	16,000 gp
18	Boots of speed	8,000 gp	64	Periapt of Wisdom (+4)	16,000 gp
19	Spectacles (goggles) of night	8,000 gp	65	Figurine of wondrous power (golden lions)	16,500 gp
20	Necklace of fireballs (Type VI)	8,100 gp	66	Figurine of wondrous power (marble elephant)	17,000 gp
21	Belt, monk's	9,000 gp	67	Amulet of natural armor (+3)	18,000 gp
22	Pearl of power (3rd-level spell)	9,000 gp	68	Carpet of flying (3 ft. by 5 ft.)	18,000 gp
23	Bracers of armor (+3)	9,000 gp	69	Necklace of adaptation	19,000 gp
24	Cloak of resistance (+3)	9,000 gp	70	Cloak of the manta ray	20,000 gp
25	Decanter of endless water	9,000 gp	71	Harp of tranquility	20,000 gp
26	Figurine of wondrous power (serpentine owl)	9,100 gp	72	Rope of entanglement	21,000 gp
27	Necklace of fireballs (Type VII)	9,150 gp	73	Figurine of wondrous power (ivory goats)	21,000 gp
28	Deck of illusions	9,200 gp	74	Cube of frost resistance	22,000 gp
29	Blessed book	9,500 gp	75	Wings of flying	22,000 gp
30	Helm of alertness	10,000 gp	76	Mattock of the titans	23,000 gp
31	Stone horse (courser)	10,000 gp	77	Circlet of blasting, major	23,760 gp
32	Stone of good luck (luckstone)	10,000 gp	78	Cloak of the bat	24,000 gp
33	Bag of holding (Bag 4)	10,000 gp	79	Helm of underwater action	24,000 gp
34	Figurine of wondrous power (bronze griffon)	10,000 gp	80	Spectacles (eyes) of doom	24,500 gp
35	Figurine of wondrous power (ebony fly)	10,000 gp	81	Sure-footed horseshoes	25,000 gp
36	Necklace of prayer beads (healing)	10,000 gp	82	Bracers of armor (+5)	25,000 gp
37	Robe of blending	10,000 gp	83	Cloak of displacement, minor (20% miss chance)	25,000 gp
38	Boat, folding	10,500 gp	84	Cloak of resistance (+5)	25,000 gp
39	Gauntlet of rust	11,500 gp	85	Maul of the titans	25,000 gp
40	Horn of blasting	12,000 gp	86	Pearl of power (5th-level spell)	25,000 gp
41	Medallion of thoughts	12,000 gp	87	Iron bands of binding	26,000 gp
42	Pipes of pain	12,000 gp	88	Robe of scintillating colors	27,000 gp
43	Cape of the mountebank	12,960 gp	89	Manual of bodily health +1	27,500 gp
44	Lyre of building	13,000 gp	90	Manual of gainful exercise +1	27,500 gp
45	Bottle of air	14,500 gp	91	Manual of quickness in action +1	27,500 gp
46	Stone horse (destrier)	14,800 gp	92	Tome of clear thought +1	27,500 gp
47	Belt of dwarvenkind	14,900 gp	93	Tome of leadership and influence +1	27,500 gp
48	Necklace of prayer beads (smiting)	15,000 gp	94	Tome of understanding +1	27,500 gp
49	Periapt of wound closure	15,000 gp	95	Figurine of wondrous power (obsidian steed)	28,500 gp
50	Scabbard of keen edges	15,000 gp	96	Carpet of flying (4 ft. by 6 ft.)	29,000 gp
51	Horn of the tritons	15,100 gp	97	Lantern of revealing	30,000 gp
52	Gem of brightness	15,200 gp	98–100	GM's choice	
53	Pearl of the sirines	15,300 gp			

Moderate abjuration; CL 7th; Craft Wondrous Item; *dispel magic*, *spell shield*, *magic shield*; Price 10,000 gp; Weight 3 lb.

Horn of the Elflands: This looks like a rough hunting horn, shaped from the horn of a ram or some similar beast and ringed with leather at the far end and a silver mouthpiece at the other. When blown, the horn is quiet but its soft note somehow carries throughout the area.

Every animal within range of the horn (roughly one mile in every direction)



must make a Will save against the horn's effects or become completely quiet and stands perfectly still for one hour, except for whatever animal is actually being hunted at the time. This allows the hunters to locate their quarry more easily. Note that the animal must be sighted and selected as the target before the horn is blown, or it has no effect on any creature. The horn can only be used three times each day.

Faint enchantment; CL 3rd; Craft Wondrous Item; *wild quiet*, *hold animal*; Price 3000 gp; Weight 1 lb.

Knightly Robe: This handsome silk lounging robe has a silk belt to tie it around the waist and a fine silver chain at the collarbone to keep the robe from sliding back off the shoulders. It is meant to be worn over a knight's armor, and reduces the armor's weight by half. This effect lasts as long as the robe is worn. Note that none of the armor's other stats change, since those are based upon the armor's bulk more than its weight.

Faint transmutation; CL 5th; Craft Wondrous Item; *levitate*; Price 1000 gp; Weight 1 lb.

Lyre of Storms: It is said that a talented bard can charm the very air to respond to his music, and with this large, silver-etched lute that is certainly true. The etchings on the lute are stylized weather images, like lightning bolts and clouds and raindrops. When playing this

lute and performing well (DC 20 Performance check) the bard has the power to alter the weather around him as if he had cast the spell *control weather*. He can only manipulate the weather by playing the appropriate music, however — powerful, violent music for thunderstorms; slow, sad music for a gentle rain; gentle, soothing music for a soft breeze. The weather instantly reverts to normal when the bard stops playing. The lute functions in this way once per day.

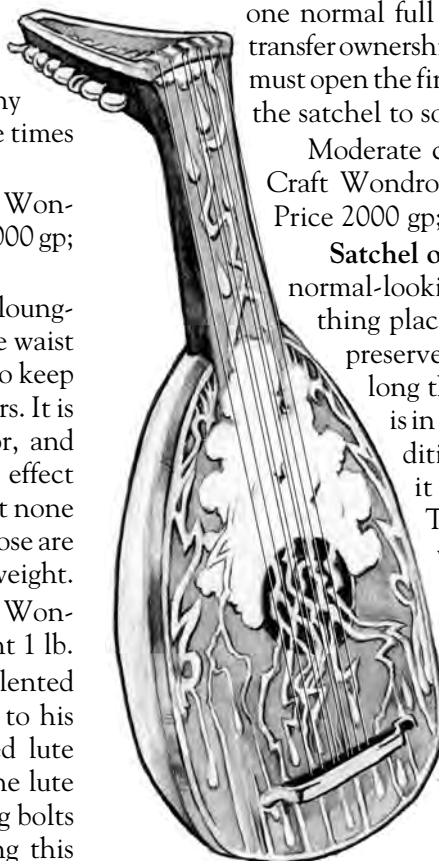
Strong transmutation; CL 11th; Craft Wondrous Item; *calm weather*, *control weather*; Price 30,000 gp; Weight 5 lb.

Satchel of Concealment: This looks like a normal, if well-made, leather satchel. It actually has two different compartments, however, each one the size of a normal satchel. Only one side can be opened at a time, and it always appears as if that compartment fills the satchel's interior completely. The owner of the satchel can open the first side, but anyone else can only open the second. This allows the owner to hide things safely within the satchel. The owner can also open the second side if he chooses, effectively giving him twice as much space a normal satchel. The item weighs the same as a normal satchel, and even if both sides are full it only weighs as much as one normal full satchel. In order to transfer ownership, the previous owner must open the first side and then hand the satchel to someone else.

Moderate conjuration; CL 9th; Craft Wondrous Item; *secret chest*; Price 2000 gp; Weight 1 lb.

Satchel of Preservation: This normal-looking satchel keeps anything placed inside it perfectly preserved — no matter how long the item sits inside, it is in exactly the same condition upon removal as it was upon deposit. This is most often used with food and drink, to keep them fresh on a long journey.

Faint transmutation; CL 5th; Craft Wondrous Item; *flavorlock*; Price 800 gp; Weight 1 lb.



Scabbard of Restoration: This impressive item keeps whatever blade it holds from being damaged. For an entire day after being drawn, the blade cannot be broken, chipped, dented, or otherwise harmed, and it retains its edge. Dirt and liquid slide off the blade easily, so that a simple shake of the wrist is enough to restore the sword to gleaming purity. Even spells like *rusting grasp* do not affect the blade — treat the sword as if it were a magic weapon itself, with a save of 20 against direct magical attack. Most of these scabbards appear as plain but well-made leather scabbards, with simple steel rings at the top and clasps along the side. Some are more ornamental, however.

Faint transmutation; CL 5th; Craft Wondrous Item; *dirtwall*, *reinforcement*, *sharpen*; Price 5000 gp; Weight 1 lb.

Scabbard of Protection: This item also appears to be a simple but well-made leather sword scabbard, though some are fancier and have gold, silver and gems for decoration. This scabbard does not protect the sword it holds, but instead the sword's wielder. As long as it is worn, the scabbard's owner cannot die of blood loss, and all wounds seem less severe. The scabbard automatically stabilizes its owner whenever he takes enough damage to be knocked unconscious, and prevents him from losing more hit points from blood loss — it stabilizes the owner and restores him to 0 hp if he has fallen below that. This is the same as a successful healing check. The wearer of the scabbard is immune to the wounding weapon property and similar effects. The scabbard also allows its owner to

TABLE 5—11: MAJOR WONDROUS ITEMS

d%	Item	Market Price	d%	Item	Market Price
01–04	<i>Lyre of storms</i>	30,000 gp	63	<i>Robe of stars</i>	58,000 gp
05–06	<i>Necklace of prayer beads (wind walking)</i>	30,000 gp	64	<i>Cube of force</i>	62,000 gp
07–08	<i>Drums of panic</i>	30,000 gp	65	<i>Bracers of armor (+8)</i>	64,000 gp
09–10	<i>Helm of telepathy</i>	31,000 gp	66	<i>Pearl of power (8th-level spell)</i>	64,000 gp
11–12	<i>Amulet of natural armor (+4)</i>	32,000 gp	67	<i>Crystal ball with telepathy</i>	70,000 gp
13–14	<i>Amulet of proof against detection and location</i>	35,000 gp	68	<i>Pearl of power (two spells)</i>	70,000 gp
16–17	<i>Amulet of health (+6)</i>	36,000 gp	69	<i>Gem of seeing</i>	75,000 gp
18–19	<i>Bracers of armor (+6)</i>	36,000 gp	70	<i>Robe of the archmagi</i>	75,000 gp
20–21	<i>Belt of giant strength (+6)</i>	36,000 gp	71	<i>Vestments of faith</i>	76,000 gp
22–23	<i>Cloak of Charisma (+6)</i>	36,000 gp	72	<i>Crystal ball with true seeing</i>	80,000 gp
24–25	<i>Gloves of Dexterity (+6)</i>	36,000 gp	73	<i>Pearl of power (9th-level spell)</i>	81,000 gp
26–27	<i>Headband of intellect (+6)</i>	36,000 gp	74	<i>Manual of bodily health +3</i>	82,500 gp
28–29	<i>Pearl of power (6th-level spell)</i>	36,000 gp	75	<i>Manual of gainful exercise +3</i>	82,500 gp
30–31	<i>Periapt of Wisdom (+6)</i>	36,000 gp	76	<i>Manual of quickness in action +3</i>	82,500 gp
32–33	<i>Orb of storms</i>	38,000 gp	77	<i>Tome of clear thought +3</i>	82,500 gp
34–35	<i>Scarab of protection</i>	38,000 gp	78	<i>Tome of leadership and influence +3</i>	82,500 gp
36–37	<i>Travel platters</i>	40,000 gp	79	<i>Tome of understanding +3</i>	82,500 gp
38–39	<i>Ring gates</i>	40,000 gp	80	<i>Mantle of spell resistance</i>	90,000 gp
40–41	<i>Carpet of flying (5 ft. by 7 ft.)</i>	41,000 gp	81	<i>Robe of eyes</i>	90,000 gp
42–43	<i>Crystal ball</i>	42,000 gp	82	<i>Scabbard of protection</i>	90,000 gp
44	<i>Bleis' wondrously deft slippers</i>	45,000 gp	83	<i>Mirror of opposition</i>	92,000 gp
45	<i>Bracers of armor (+7)</i>	49,000 gp	84	<i>Eyes of petrification</i>	98,000 gp
46	<i>Pearl of power (7th-level spell)</i>	49,000 gp	85	<i>Manual of bodily health +4</i>	110,000 gp
47	<i>Amulet of natural armor (+5)</i>	50,000 gp	86	<i>Manual of gainful exercise +4</i>	110,000 gp
48	<i>Cloak of displacement, major (50% miss chance)</i>	50,000 gp	87	<i>Manual of quickness in action +4</i>	110,000 gp
49	<i>Crystal ball with detect invisibility</i>	50,000 gp	88	<i>Tome of clear thought +4</i>	110,000 gp
50	<i>Horn of Avalon (Valhalla)</i>	50,000 gp	89	<i>Tome of leadership and influence +4</i>	110,000 gp
51	<i>Necklace of prayer beads (summons)</i>	50,000 gp	90	<i>Tome of understanding +4</i>	110,000 gp
52	<i>Crystal ball with detect thoughts</i>	51,000 gp	91	<i>Manual of bodily health +5</i>	137,500 gp
53	<i>Cloak of etherealness</i>	52,000 gp	92	<i>Manual of gainful exercise +5</i>	137,500 gp
54	<i>Carpet of flying (6 ft. by 9 ft.)</i>	53,000 gp	93	<i>Manual of quickness in action +5</i>	137,500 gp
55	<i>Instant fortress</i>	55,000 gp	94	<i>Tome of clear thought +5</i>	137,500 gp
56	<i>Manual of bodily health +2</i>	55,000 gp	95	<i>Tome of leadership and influence +5</i>	137,500 gp
57	<i>Manual of gainful exercise +2</i>	55,000 gp	96	<i>Tome of understanding +5</i>	137,500 gp
58	<i>Manual of quickness in action +2</i>	55,000 gp	97	<i>Helm of brilliance</i>	157,000 gp
59	<i>Tome of clear thought +2</i>	55,000 gp	98	<i>Iron flask</i>	170,000 gp
60	<i>Tome of leadership and influence +2</i>	55,000 gp	99	<i>Mirror of mental prowess</i>	175,000 gp
61	<i>Tome of understanding +2</i>	55,000 gp	100	GM's choice	
62	<i>Eyes of charming</i>	56,000 gp			

regenerate at the rate of 1 hp every four minutes, to full strength. Note, however, that the scabbard does not stop its owner from being killed in battle — it does not prevent damage caused by actual attacks, and it cannot restore someone who has been reduced to –10 hp or less. It merely staunches wounds.

Strong conjuration; CL 13th; Craft Wondrous Item; *regenerate, cure minor wounds*; Price 90,000 gp; Weight 1 lb.

Sure-footed Horseshoes: These iron horseshoes come in a set of four, and look completely normal. Once affixed, however, the horse behaves as if a continual *secure footing* spell had been cast upon it. All four horseshoes must be worn for the magic to be effective.

Moderate transmutation; CL 9th; Craft Wondrous Item; *secure footing*; Price 25,000 gp; Weight 3 lb. each.

Travel Platter: This magic item actually consists of two identical wooden platters, both roughly 4 feet long and 2 feet wide, with a slight lip and with carrying handles at either end. The platters are well made but unadorned. One platter is left in a set location, and the owner carries the other. When the traveling platter is set flat and the command word is spoken, whatever was placed on the stationary platter is teleported to the traveling platter instead. This is instantaneous and automatic. The platters have no range limit. The primary use for the traveling platter is to provide food and drink while away from home — servants are instructed to set a repast upon the stationary platter at home at a particular time, and then the owner can receive the meal no matter where he is. The traveling platter is also an excellent way to receive messages. A second command word sends the traveling platter's contents back to the stationary platter, thus disposing of dirty dishes and also sending back any necessary messages. These platters can be used three times each day.

Moderate conjuration; CL 9th; Craft Wondrous Item; *sensory bond*; Price 40,000 gp; Weight 1 lb. each.

Tabard of Presentability: This tabard is always clean and in good condition. It cannot be torn by nonmagical means, and any dirt or other substances slide off it as if it were wet stone. Powerful lords often have their servants' and guards' tabard enchanted into these items, so that their people always make a good impression. Note that the tabard does not provide any protection for the person wearing it — someone

stabbed through one of these tabards takes the full damage, while the tabard itself remains clean and intact.

Faint abjuration; CL 3rd; Craft Wondrous Item; *dirtwall, mending*; Price 500 gp; Weight 1 lb.

Unguent of Pristine Appearance: This remarkable cream comes in a small jar of clay or stone, and is the same color as healthy skin. When applied to the flesh, it removes warts, blisters, calluses, wrinkles, and other imperfections. As a result, that portion of the body looks ten years younger. If applied to the face, the character's Charisma increases by 2 temporarily, and he or she looks ten to fifteen years younger. The effect does fade, however — the Charisma bonus disappears after 1d10 hours, and the flesh begins to show its normal age again in half that time. This cream can only be applied twice per day, and each jar contains only enough to cover a medium-sized person's hands, neck, and face twice.

Faint transmutation; CL 5th; Craft Wondrous Item; *alter self, freshen*; Price 600 gp; Weight 1/2 lb.

CURSED ITEMS

The Arthurian world is a perfect place for cursed items. People and objects here are often not what they appear to be, and many dangers present a fair face at first. Most cursed items look exactly like a beneficial magic item, and are handsomely made. They only reveal their true nature once worn or used.

Keep in mind that not every cursed item was created specifically to harm or handicap people. In some cases, an item was created out of a misguided attempt to help, or was designed to do something the creator thought right but everyone else felt was wrong. Also, some cursed items are failed attempts to create useful magic items. Finding a cursed item is not always a terrible thing — in the right hands, many of these objects can be both valuable and useful.

NEW CURSED ITEMS:

Footman's Spurs: These spurs got their name because their owner invariably becomes a footman, or a soldier who fights from the ground rather than from horseback. The spurs look like masterwork-quality gold-chased silver spurs, and have images of horses engraved upon them. But anyone who looks closely (DC 25 Spot check) notices that the horses do not look happy — in fact, with their wide eyes and frothing mouths, they look terrified. Anyone wearing these spurs

terrifies any horses within 20 feet of him — the animals must make a DC 20 Will save to avoid running for their lives. Any horse actually touched by the spurs (even accidentally, as will happen with anyone riding a horse while wearing such devices) begins to buck like mad, and does not stop until the rider has either been thrown or has dismounted. Any Handle Animal or wild empathy checks made against horses by the spurs' owner suffer a –15 penalty

Moderate enchantment; CL 7th; Craft Wondrous Item; *bestow curse*; Price 1000 gp

Girdle of Visible Presence: This simple leather belt has a strong magical aura. The minute it is put on, the girdle begins to glow brightly (light equivalent to a torch). This light cannot be extinguished, and shines through clothing and even through armor. The girdle radiates magic as well, making it extremely easy to find. Removing the girdle requires a *remove curse* spell. As long as it is worn, it cannot be hidden by any means, including magical ones — for example, the spell *invisibility* turns the owner invisible but the belt's glow is still be visible. *Nondetection* also does not work on it.

Faint abjuration; CL 3rd; Craft Wondrous Item; *light*, *Morganna's magic aura*; Price 500 gp

Helm of Modesty: This heavy iron helm completely covers the wearer's face — rather than a visor, it has slits for sight and air, and must be removed when the owner wants to eat or drink. But once put on, the helm does not want to come off, and requires a *dispel magic* or a DC 30 Strength check. While it is worn, this helm prevents the wearer from being heard by those around him, as if he had the spell *silence* cast upon him at all times. It also prevents anyone within a ten foot-radius from saying the name of the helm's owner.

Moderate illusion; CL 10th; Craft Wondrous Item; *bestow curse*, *silence*; Price 600 gp

Jug of Intoxication: This looks like an ordinary clay drinking jug, the kind used to hold ale, beer, low-quality mead, or cheap wine. When picked up by someone new, the jug always has just enough liquid for a single swallow, and smells like excellent alcohol of the character's favorite type. Upon drinking from it, the character must make a DC 20 Will save. If he fails, he suddenly has a desperate need for more alcohol. The jug itself is now empty (it again has enough left for one swallow if handed to someone else). The affected character begins to drink everything in sight (DC 20 Will save to resist grabbing

every drink he sees), and continues to crave alcohol for 1d4 hours. Note that the alcohol the character consumes affects him fully. Normal weapons cannot shatter the jug.

Moderate enchantment; CL 7th; Craft Wondrous Item; *fermentation*, *lesser geas*; Price 500 gp

Ring of Jealousy: This ring is made of solid gold, with two handsome emeralds set in the front almost like two small green eyes. The item has an insidious enchantment upon it, however. The instant it is put on, it turns any other ring the owner wears to ash. Magic rings get a save (DC 20) to avoid destruction.

Faint evocation; CL 5th; Forge Ring; *explosive runes*; Price 240 gp

Shield of Battle: This +1 *steel shield* has been enchanted to seek out the thick of battle. The minute weapons are drawn anywhere within sight, the shield begins to tug its owner in that direction. The wielder must make a DC 20 Strength check to resist the pull — if he fails, he is dragged at a run into the center of combat. For battles within 40 feet of the character, resisting the shield's pull is DC 25. Once in battle, the shield behaves normally — it resists any attempt to retreat while opponents still stand, however. Not everyone sees this shield as a problem — for knights thirsty for battle it can actually be useful, since it alerts them to nearby violence.

Faint transmutation and divination; CL 5th; Craft Magic Arms and Armor; *levitate*, *clairvoyance*; Price 1000 gp

Statuesque Armor: This armor looks exactly like *locking armor*, and registers magically as such. It also functions in much the same way, in that any and all joints can be locked. They lock randomly, however, and do not respond to the owner's commands. Every five minutes of non-combat or five rounds of combat, roll a d20. Then consult the chart below:

d20	Result
1	The armor locks completely — every joint
2–3	All of the major joints (elbows, shoulders, knees, hips, waist) lock
4–5	All of the minor joints (fingers, wrists, ankles, toes, neck, visor) lock
6	Both arms (all joints, from shoulder to fingers) lock
7	Both legs (all joints, from hip to toe) lock
8	The waist, neck, and visor lock
9–10	One arm or leg (GM's choice) locks
11	Two major joints lock
12	Two minor joints lock
13–14	One major joint locks
15–17	One minor joint locks
18–20	Nothing locks

Moderate transmutation; CL 9th; Craft Magic Arms and Armor; *confusion*, *reinforced*; Price 4000 gp



Sword of Mercy: This +1 *longsword* is well made and handsome, and gives off a magical aura. But this item bears a particular enchantment that prevents it from doing serious harm to anyone. When the blade strikes a living creature, it automatically twists so that only the flat of the blade makes contact — no matter how accurate the blow, the sword only does 1 point of damage, plus the wielder's Strength bonus. The sword's owner automatically uses this sword over any other bladed weapon in his possession. The only way to be rid of this sword is to voluntarily stay your hand while attacking — after three instances (separate combats, not attacks within a combat) of deliberately not harming an opponent that is trying to kill the owner, the owner can pass the sword along to someone else.

Faint enchantment; CL 5th; Craft Magic Arms and Armor; *bestow curse*; Price 1500 gp

ARTIFACTS

As mentioned at the start of this chapter, the Arthurian setting is famous for its magic artifacts. These unique and powerful items have helped shape this world, and its legends. Every person, from the highest lord to the lowest peasant, dreams of finding such a potent item, and either earning the gratitude of the High King by delivering it or gaining fame, power and wealth by using it. Of course, most of these artifacts are extremely selective about who can and cannot use them, and the price of hubris can be extreme.

Boat of Avalon: This long, low craft resembles a longboat in form, though it is smaller. The front prow rises up 8 feet above the water, and is carved in the shape of a dragon. The vessel does have a single square sail, and this fills with wind even on a still day. The *Boat of Avalon* can be given directions, and follows them unerringly — it can be told which direction to go, how far to travel, when to stop, where to turn, and other basic commands. Weather does not affect the boat and it has a top speed equal to that of a galloping horse. The *Boat* also shields its occupants from harm — it has a *globe of invulnerability* upon it, as well as *protection against normal arrows*. The owner must know the command word to operate the *Boat* — otherwise it sits completely still, even if someone attempts to row it away. The ladies of Avalon own this magic craft, and it rarely appears unless they are aboard or they have entrusted it to one of their closest allies. These three queens are said to be powerful fae, which would explain both how they could

create such a boat and why no one has wrested it from their possession.

Cauldron of Valor: This large iron cauldron, originally a creation of the god of the underworld, belonged to Diwrnach the giant. The High King owned it briefly, but now it has disappeared again. The *Cauldron* is a simple way to separate the meek from the bold, the cowardly from the courageous. When a fire is lit underneath and the water within brought to a boil, each warrior present may walk up with his haunch of mutton or leg of lamb or whatever hunk of meat he prefers and dip it into the *Cauldron*. For those who are brave, the cauldron cooks the meat instantly they pull out a perfect meal. For those without valor, the meat remains raw and cold.

Nor does the *Cauldron* only distinguish between the two types. It also rewards the brave. The meat boiled in the *Cauldron* is cooked and seasoned perfectly, and tastes excellent. More importantly, the warrior who eats that meat gains +1 to Strength, Dexterity and Constitution, and 1d20+5 extra hit points. These bonuses last only a single day, which is why the *Cauldron* was traditionally used the night before a major battle — the unfit would be found out and sent away, while the rest would enter combat the next day stronger and tougher than ever.

The *Cauldron* has other uses as well. Liquid boiled in it for an hour or more becomes a *potion of heroism*, and can be bottled and saved for up to three days before it loses its potency. Bandages soaked in the *Cauldron* and then applied to a warrior's wounds act as a *cure moderate wounds* spell. And blades dipped in the *Cauldron* have the spell gain a *keen edge*, as if cast by an 18th-level caster (it lasts for three hours).

Although the *Cauldron* is an unfailing judge of courage, it does not consider alignment, religion, motives, or anything else. An utterly evil man who has deliberately tortured and slaughtered hundreds can still receive the *Cauldron's* benefits if he has shown courage and strength in battle.

The Chalice of the Green: When a new green knight is initiated, every green knight in the area gathers for the ceremony, and all those who are able travel to the sacred glade to participate as well. Only the green knights themselves know the actual steps and words of the ceremony, and each one will gladly die before revealing a single detail. But the ritual does involve the knights drinking from a par-

ticular cup, each in turn, starting with the senior green knight and ending with the new initiate. This cup, the heart of their order, is the *Chalice of the Green*.

The *Chalice* is not made of metal, but carved from wood. It is impossible to identify its source, however, for the wood of the *Chalice* matches every known wood simultaneously. It is as if every tree in the world came together to form this one piece — or as if the piece had been carved from the one original tree that every other tree descends from. The *Chalice* is large, almost 3 feet in diameter and half again as much in height, and although the inside of the bowl is perfectly smooth the outside still bears bark and leaves. No matter what season, the leaves of the *Chalice* are always healthy and green. Many believe that this cup was not carved, but instead grown by the god of nature, and given to his favorite servant as a mark of favor.

The powers of the *Chalice* are many. To start, drinking from it after an already ordained green knight during the ceremony initiates the character into the prestige class and grants him the class abilities of a 1st-level green knight. The *Chalice* is also a thing of nature, and strips away any damaging spells cast upon the person. Cursed items fall away in its presence, and can be handled without danger. The undead cannot approach within 200

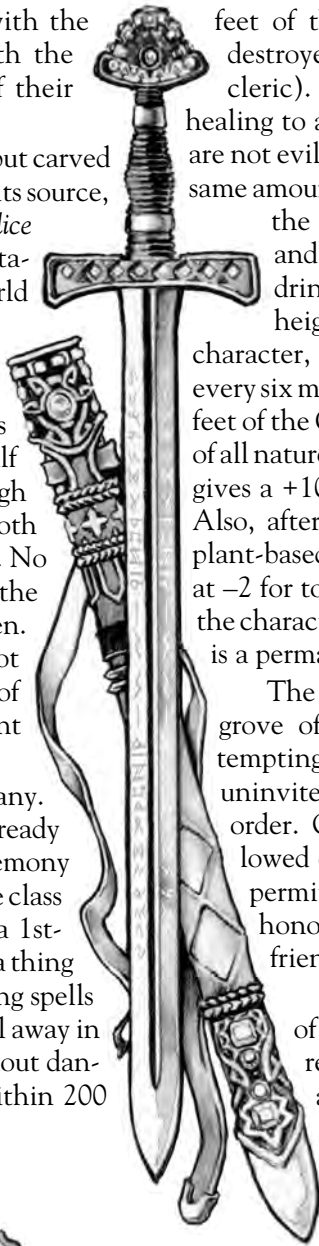
feet of the *Chalice*, or they are instantly destroyed (as if turned by a 30th-level cleric). The *Chalice* grants 2d8 points of healing to anyone who drinks from it, if they are not evil. Those of evil alignment take that same amount in damage instead. A drink from the *Chalice* also serves as food, drink and sleep for one week. And those who drink from it gain two inches to their height (max of six inches to a single character, and no more than one increase every six months). While standing within 100 feet of the *Chalice*, it increases the caster level of all nature spells cast in its presence by 1, and gives a +10 bonus on all wild empathy rolls. Also, after he drinks from the *Chalice*, any plant-based attacks against the character are at -2 for to-hit and damage rolls, and +2 on the character's saves and spell resistance. This is a permanent bonus.

The *Chalice* never leaves the sacred grove of the green knights. Anyone attempting to take it, or even to reach it uninvited, encounters the full fury of that order. Only rarely are non-members allowed even to see the *Chalice*, and those permitted to drink from it are considered honorary green knights, and lifelong friends of all who bear that name.

Excalibur: The legendary sword of the High King, this is the most renowned blade in the entire world, and the most coveted. It is said that the Lady of the Lake fashioned *Excalibur*, and presented it to the High King that he might unite all the lands in justice and peace. Certainly none can stand

against him in battle, and he owes this as much to the sword as to his own combat skills. *Excalibur* is a handsome longsword, its blade etched with runes and its handle and pommel made of gold encrusted with gems. The sword functions as a +3 keen armor-piercing longsword but does damage as a greatsword (2d6). Once per day it can be called upon to cast *bleed*, and once each day it can also cast *true strike*. *Excalibur* cuts through weather, such as fog, as if it were a solid object — the sword can be used to carve away clouds, mist, and even rain (it cannot affect the temperature, however). It also provides *secure footing* for its wielder, as per the spell.

Excalibur's scabbard is, in many ways, as remarkable as the sword itself. This gem-encrusted scabbard is both a *scabbard of restoration*



and a *scabbard of protection*. It also casts a continual *protection from normal arrows* upon its owner.

The Holy Grail: It is said that this chalice was used by the gods themselves, or at least by one of them — which god had possession of it varies from religion to religion, but everyone agrees that divine hands created the *Grail*. This object is a large drinking chalice, sized for a giant rather than a man, and made of some metal that resembles gold in its purity but silver in its color and diamond in its brilliance. Indeed, the *Grail* matches no known metal, but seems to display characteristics of gold, silver, mithral and diamond at times. Small settings, as if for gems are evenly spaced around the circumference of the cup but these settings radiate light as if miniature suns had been captured and used for decoration. The light is white rather than yellow and extremely soothing. The chalice has no other decoration, although some have claimed to see words of divine script etched into its surface.

The *Grail* is a potent religious symbol, and can be used as a holy symbol by any priest of a non-evil religion. Evil creatures cannot approach within 100 feet of it, and the undead cannot approach within 200 feet — any closer and they begin to take damage as if struck by fire or by a magic weapon (1d8 per round). For those of good or neutral alignment, however, the *Grail* has an opposite effect. It heals 1d4 points of damage every minute for all those within 50 feet of it. Anyone within 20 feet no longer feels hunger, thirst or fatigue — spellcasters can prepare their spells each day without the need for sleep and priests cast spells as if they were one level higher. The *Grail* instantly restores anyone drinking from it to full health, cures any disease, poison, or wound, and grants a permanent +1 inherent bonus to Wisdom and Charisma (this last benefit works only once per person). Any liquid poured into the *Grail* becomes a potion of *cure moderate wounds*, and is also considered holy water.

No one knows where the *Grail* is now. Rumors have placed it all over the world, and people seek it everywhere. The wise believe that the *Grail* can only be found when it wishes to be found, and then only by those it deems worthy of its presence. They consider the *Grail* a symbol of faith for the entire world, the living emblem of a person to trust his heart and risk all in the name of something he can't even prove exists. For these reasons, many wise folk feel the *Grail* does more good with its occasional sightings than it ever would if it were housed in a single known location.

Kinslayer: This black-bladed longsword belonged to the bastard son of the High King. Unfortunately, a prophecy had stated that the boy would be his father's doom, and so the king was persuaded to order the death of his own child. The plan failed, however, and the boy lived, only to grow up hating his father and vowing to destroy him. To this end, the youth studied many forbidden arts, and made pacts with dark powers. When he was old enough, the young man forged his own sword, and he dubbed it *Kinslayer*, for the blade was created specifically to slaughter all his relatives.

Kinslayer is an intimidating weapon, well shaped but with a blade that resembles black rock more than metal, an inky black that seems almost alive. It is a +2 *keen longsword*, but becomes a +3 *keen armor-piercing longsword* when turned against a blood relative. The sword allows its wielder to cast *discern lineage* at will, and grants +10 on Spot or Search checks for any known relatives. It can also cast *darkness* and *fog cloud*, each twice per day. The sword's wielder gains 120' darkvision, and can see clearly through these two spells (even when they are cast by someone else).

The greatest danger with *Kinslayer* is that the sword has been imbued with much of its creator's hatred and rage. It automatically targets its owner's blood relatives, even if those individuals are actually the character's friends and allies. A DC 20 Strength check is required each round that a blood relative is within 10 feet of the sword — failing the check means the sword forces its owner to attack.

Prydwen: The High King's personal vessel is a warboat called *Prydwen*. This vessel is wide enough for three men to sit on the rower benches on each side, and for two more to walk down the gangway between them. It is long enough to accommodate fifteen such rows, and has a single tall mast at the center, with a cabin behind that. Below decks are bunks for the men, and a storage hold. The front of the boat rises up in a high prow, carved to resemble a dragon, and the rear also rises up and is carved to resemble the creature's tail. The sail is painted to look like wings. Shields with the High King's emblem, a golden dragon on a crimson field, hang along both sides.

Several powerful air and water elementals working together under the direction of the king's wizard created this enchanted vessel. The boat has a constant sphere of *calm weather* about it for 100 feet on every side, and this weather

includes a pleasant and steady wind that billows its sails. The vessel travels at five times the normal speed of a longboat, and does not need rowers — the oarlocks have no oars in them, and the men use their benches as places to sit and relax, or as platforms from which to fire arrows or hurl spears. The entire boat has a *protection against normal arrows* sphere around it, and an AC of 30. It is immune to fire, and any flames not lit in the torch sconces along the walls belowdecks or held in the two cooking braziers near the cabin instantly extinguish. *Prydwen* is, thanks to its magics, perceived as a real dragon by other creatures, which keeps most marine animals and aquatic monsters at a safe distance.

Round Table: The legendary table of the High King, this massive wood and marble table is wide enough to seat one hundred and fifty knights comfortably around it. The top of the table is polished wood with marble slabs inset before each place, each coming to a point at the table's center. A shallow depression, a perfectly circular wooden bowl, forms the center of the table. The base of the table is heavy wood, solid and well carved to resemble the legs of a dragon, and before each seat (or "siege") is a small brass plaque. Inscribed upon each plaque is the name of the knight who sits there.

The table originally belonged to the High King's father, who was king before him, but mortal men did not craft it. For that king struck alliances with several other races, including a few of the dragons themselves, and those powerful creatures were the architects and creators of the table.

The *Round Table's* primary function is one of unity. While seated there, any skill check made by any of the knights gains +1 for every ten of his peers seated beside him or standing by their seats — thus, when everyone is present at the table skill checks are at +15. For anyone foolish enough to attack the knights while they sit there, each warrior's AC is his own AC +1 for every five other knights also seated or standing nearby. Spell resistance and saves have the same bonus. While seated at the table, the knights are immune to enchantments

and illusions. They also heal their wounds at the rate of 1 hit point per hour.

The table knows who should be sitting at it. The plaques before each seat change whenever a new knight joins the order, and once selected that seat belongs to the knight until he dies, retires or is disgraced. A handful of seats, like the one belonging to the High King himself, have never changed. Others change almost every week, as some knights leave on quests and others arrive to take their place.

Fighting is nearly impossible at the *Round Table*, because weapons cannot be drawn within 5 feet of it. Anyone approaching and holding a bared weapon finds the it growing heavier and heavier — a DC 20 Strength check to lift it, +1 to the DC for each additional step — until finally it falls from his hand. Eating and drinking are encouraged, however—any food or drink brought to the table lasts four times longer than normal (so a jug of wine that normally holds five cups now holds twenty), and the quality improves as well while alcohol content is halved.

The *Round Table* sits in the main hall of the High King's castle. It cannot be removed except with his permission or if someone else becomes the table's new owner. The current owner (the

High King) can give the table to another person, or, if he dies, the table selects its own new owner from among the people named on its many plaques. The floor under and around the table (10 feet out from it on all sides) acts as if the spell *secure footing* had been cast upon those walking there.

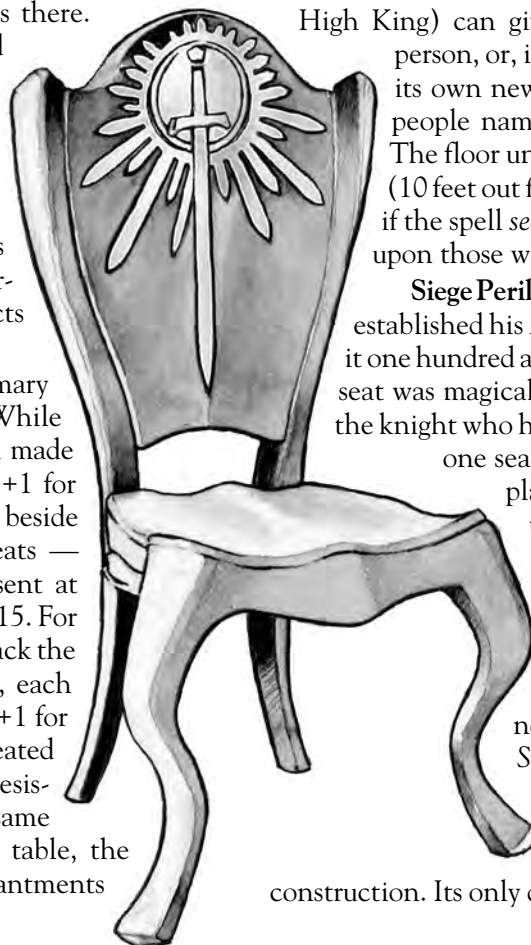
Siege Perilous: When the High King established his *Round Table*, he set about it one hundred and fifty seats. Before each seat was magically inscribed the name of the knight who had earned that place. But

one seat was left empty, and the plaque before it read "for the greatest knight alive."

Many have tried to sit in this seat, and failed — and the penalty for failure is death, for the chair destroys utterly all those not worthy of its place. The *Siege Perilous* is a high-

backed wooden chair, of simple design but masterful

construction. Its only decoration is the emblem



of a drawn sword carved, point down, into the back, and the gilded gold sun behind its handle, where a person sitting would rest their head. For the one deemed worthy, the chair rewards their valor and prowess — this noble warrior gains a permanent +1 to Strength, Constitution Wisdom and Charisma. Anyone else sitting upon the *Siege* takes 20d6 + 100 points of damage, which appears to be fire but is not blocked by fire resistance.

Snowy Mantle of Cornwall: Bards tell of the day that the High King rode into Cornwall and brought its ruler to task for his injustices. The king, so the stories say, knew every ill that the prince had wrought upon his people, every slight, every injustice. Many thought that the king must have hired spies to gain this information, while others claimed that his wizard had observed it all through a magic ball. Neither is true. The High King saw these things himself, with his own eyes. Yet no one saw him, for he wore a snow-white mantle that had been given to him in a dream by a mysterious maiden with lovely features and snow-white eyes. She told him that he might have need of it, and that it would shield him from sight while allowing him to see all. When the king awoke, the maiden was nowhere to be seen, but the mantle lay draped about his shoulders.

The *Snowy Mantle* grants its wearer the power of *improved invisibility* as long as he remains wrapped within its folds. It also grants *nondetection* as if cast by a 25th-level wizard. All Search, Spot and Listen checks directed toward the *Mantle's* owner are at -20 while it is wrapped properly, and -10 even with it worn loosely. The *Mantle* also grants its owner a +5 bonus to AC.

Even as the character under the *Mantle* becomes invisible to others, he is able to see them far more clearly. He gains darkvision 120 ft., and can *see invisible* automatically. He can also see magical auras at will, and gains a +10 bonus on all Search, Spot, and Read Lips checks. He makes any melee attacks at +1, and these are always surprise attacks.

The *Snowy Mantle*, true to its name, is pure white. It cannot be stained, dirtied or torn, and no color of any sort sticks to it. The *Mantle* is long enough to wrap securely around the shoulders twice and to pull over the head as a hood — on a tall man it hangs to just above the ground.

Spectacles of Myrddin: The wizard Myrddin is as famous for his cunning as for his magic, and many tales tell of his tricks and schemes. Fre-

quently, so the stories claim, the great spellcaster walks among the commoners, disguised as an old man with a long beard and strange glass lenses before his eyes. These tales are true, and the lenses are Myrddin's *Spectacles*, one of his most potent magic tools. These *Spectacles* are small round lenses of glass held in a gold frame, and the frame itself is etched with a delicate tracery comprised of many powerful runes. Anyone wearing the *Spectacles* can see twice as far as normal, and possesses full darkvision for that distance as well. The character can now see magical auras at will (as if casting *detect magic*), *see invisible* automatically (as the spell), and see through illusions (an automatic disbelief check at +20). The character gains +1 on attack rolls because he can see his opponent's next move before it happens, and all ranged attacks are at +4. The character also gains +20 on all saves against sight-based attacks, and spell resistance of 25 against them as well. Four times a day, the character can cast *identify* and *legend lore*, and three times a day he can cast *piercing sight*. All Search, Spot and Read Lips checks gain a +15 bonus. These *Spectacles* are one of Myrddin's most prized possessions, and the canny old wizard never lets them out of his sight.

The Sword in the Stone: *Excalibur* is the weapon of the High King. However, the *Sword in the Stone* first demonstrated his right to the throne. This longsword is extremely well made and has a leather-wrapped handle and a pommel and guard of unadorned gold. No gems are to be found on the weapon, and its blade is perfectly unmarred. The blade always appears stuck through an iron anvil and through that into a block of solid marble. By speaking the proper commands, a spellcaster can instruct the blade in its next task. This task is always to identify a person intended to accomplish something important, like "the next High King" or "the man who will conquer the dragons" or "the priest who will restore faith to the land." Once it receives its task, the *Sword* is placed back into the anvil and the stone. A small brass plaque is mounted on the marble front, and its inscription changes to reflect the subject of the blade's search. For example, when looking for the High King, it read "Whosoever draws forth this sword from this stone is rightwise King of all England." Only the right person can draw the *Sword*. For everyone else, no method suffices to draw it forth, not strength nor skill nor spell. The blade, anvil, and stone cannot be harmed in any way, and any destructive spell targeting them is reflected upon

the caster instead. The anvil and the block cannot be separated in any way. Once drawn, the *Sword in the Stone* continues to deflect dangerous spells. It is also a +1 *keen longsword*, and casts *stamp of nobility* upon its wielder as long as it is worn or carried. But this blade is not in-

tended to stay with any one person, and after 1d4 months it mysteriously vanishes, as does the anvil and the marble block. It is said that the mightiest spellcasters know how to summon the *Sword in the Stone* again, or at least how to locate it when it is between tasks.





Chapter Six: Setting

CAMPAINING IN EXCALIBUR

INTRODUCTION

A sculptor once quipped that it was easy to create a statue of an elephant. “I begin with a block of stone, and simply chip away everything that does not look like an elephant.” To a certain extent, crafting an Excalibur campaign from the d20 System is a similar process — beginning with the vast bulk of canonical and supplementary material, chip away everything that doesn’t feel Arthurian. This section discusses how to do that, how to keep what fits and discard — or change — what doesn’t. The key concerns here are *tone* and *feel* more than fidelity to any one set of Arthurian legends; the idea is to create a campaign world that has the correct flavor. Or, in other words, if Chrétien de Troyes were a Game Master, what would his campaign world look like?

Games are not books, and tone in a game is often shaped by rules; thus, this section also includes new rules systems to help model important aspects of an Arthurian campaign, as well as guidelines and suggestions as to which rules to drop or modify. Included is a system for tracking a character's honor, which has little to do with concepts of good, evil, law, or chaos; a discussion of codes of chivalry, how to create them and use them; religion and its role in the campaign; and a discussion of the nature and role of nonhuman races and monsters, and how to make them both fit smoothly into the implied setting.

HONOR AND CHIVALRY

These two concepts are closely related, but are not quite identical. For purposes of an Excalibur campaign, the following definitions are used (these are not historical definitions by any means; they are purely for gaming purposes).

Chivalry: A set of values, principles, or guidelines that apply to all knights of a given order.

Honor: A numerical value representing how closely a character hews to a certain standard of behavior. This has a number of game-related benefits.

Honor and Chivalry are related in that acts that are or are not “honorable” are often determined by the code of chivalry to which a character subscribes, and, often, the codes to which *others* subscribe.

HONOR

While d20 games tend to treat *alignment* as the measure of a character's moral worth, it is sometimes difficult to fit the values of the Arthurian era into a very modern scheme of morality and ethics. While some would argue that Arthur is the classic example of a lawful good ruler, the source material often differs, at least by 21st-century Western standards. For example, Arthur attempted to have all babies born on May Day drowned, in order to prevent the rise of Mordred. The drowning went off without a hitch, but a quirk of fate saved Mordred. No one seemed to think of this behavior as cruel, evil or wrong; the King had a right to protect himself, and through him, the realm. Nonetheless, this sort of action is difficult to class as either “lawful” or “good,” and it's hard to describe someone meaningfully as “lawful good with chaotic evil tendencies.”

However, it also needs to be noted that, to some extent, Arthur always embodies the highest ideals of the culture describing him, *whatever those ideals may be*. While Arthur and his knights are flawed, this is usually shown as a statement about the weakness of humanity rather than the failure of ideals. The ideals of Arthur are worth striving for, fighting for, dying for — even if they cannot actually be met. To have a goal is sometimes as important as achieving the goal.

Game mechanics can help turn abstract principles into concrete rules, and to this end the *Honor* system is presented. Honor is a measure of a character's fidelity to some commonly accepted set of high ideals, most often a code of chivalry. The two systems — Honor and chivalry — are closely intertwined, but designed so that one can be used easily without the other.

Honor Rating: Each character, upon choosing a code, receives a base Honor rating of 10. This number is not affected by any attribute or level, but is adjusted according to a character's actions and choices. Acting in accordance with a code of honor increases ones Honor rating; acting dishonorably lowers it.

Honor is more than just a number, however. Just as “law” or “good” are not merely abstract labels in core d20, but forces with quantifiable effects, so, too, does Honor have an impact beyond impressing people. A knight who is honorable is capable of great deeds; a dishonorable knight is likely to fail at even simple tasks until he can regain his good name via acts of valor.

These rules introduce the *Honor* type of bonus or penalty. Honor modifiers do not stack with each other.

The descriptive terms may be used to add flavor, or as part of a character's title, or to let players know of an NPC's approximate Honor without the use of game terms which can break the mood. “The Knight of the Red Sash is known to be a praiseworthy man” is far better than “He has 33 honor points.”

Thus, the bane of low Honor, and the boon of high Honor, is explained. But, how does a character gain or lose Honor? This depends on the code of chivalry he (and his society) follows. Acts of honor vary from culture to culture and land to land, but one thing is paramount — they are not the codes of a lone individual. An honorable man embodies the highest ideals of his society, and does not merely obey his own con-



science. The hero who “plays by his own rules” is a modern invention.

There are some general guidelines that apply across cultures, however, else the concept of honor becomes almost meaningless. Firstly, the honorable character is *honest*. This does not mean law-abiding; rather, it means that once given, his word is an absolute bond. If an honorable robber-knight approaches a hunting party, and declares he will harm no one if the party’s horses are turned over to him without delay, then he keeps his word, provided no one attacks him or seeks to betray him.

Secondly, an honorable character is brave. She does not rashly rush into a battle she absolutely cannot win, but she does not shy away from any fair fight, *especially* if formally challenged. The exact definition of “fair” varies, but it is often a case of numbers and rank; two knights are assumed to be equal, and a joust between them fair, even if, in game terms, one is 5th level and one is 15th.

Beyond these absolutes of courage and honesty, there is room for variation. The following outlines a fairly typical set of virtues. If the campaign does not have multiple detailed codes of chivalry, these virtues work well as a default ‘universal code,’ and the rules for gaining or losing Honor below, are based on them.

Courteous: The honorable character minds her manners, and acts in an appropriate fashion towards both her inferiors and her betters. She bows to a king in the king’s hall, even if her next words are a challenge to a duel to the death. She does not casually kill a peasant, unless the peasant has dishonored her. She follows the forms and functions required of a person of her station.

Merciful: An honorable character grants mercy to those who ask for it, unless the person asking for it truly deserves none. (Honor –5 or less.) To kill a foe who has been defeated and has admitted it by begging mercy is crude and primitive.

Generous: An honorable character helps the less fortunate. She tithes if the religion to which she belongs accepts tithes. She shares her meal with a traveler, and offers shelter to a wandering stranger. She accepts rewards gracefully, but does not demand large sums of cash for her services. She pays her hirelings and servants as they deserve, and keeps them well fed and equipped.

Responsible: It is true that all men are weak, and many commit dishonorable acts from time to time. The truly honorable character, though, is concerned with expunging any stain to her honor, and always works to make amends for her dishonorable actions. If she slays a knight by

Total Honor	Effects
–10 or below (Dastardly)	You are such a dishonorable, craven, wretch that you are barely fit to live, much less bear the name ‘knight!’ You receive a –2 Honor modifier on all saves, and a –4 Honor modifier on all Diplomacy or Bluff checks, as well as to your leadership score.
–5 to –9 (Corrupt)	You are grossly dishonorable, and have greatly disgraced your name. Such shame shows; you receives a –1 Honor modifier on all saves and a –2 Honor modifier on all Diplomacy or Bluff checks and to your leadership score.
–1 to –4 (Ignoble)	You have strayed from the path, squandering the basic honor associated with your position and earning the sneering disrespect even of the lowly. You receive a –1 Honor modifier on Will saves and a –1 Honor modifier on all Diplomacy or Bluff checks and to your leadership score.
0–15 (Average)	You have either not acted honorably enough to have any glory associated with your name, or you have begun to stray from the path, with only the lingering remnants of your honor remaining. Either way, while you accumulate no great opprobrium at this stage, neither do you gain any boons.
16–30 (Honorable)	Your honor is known to some, and you have performed some deeds of courage and distinction. While this is only a slight glory, it is enough to grant you a +1 Honor bonus on your Will save. Furthermore, you gain a +1 Honor bonus on Diplomacy and Bluff checks and to your leadership score.
31–60 (Praiseworthy)	You have earned a fairly decent reputation. Most people trust you if they’ve heard of you, and while your honor is hardly the stuff of legends, it is clear you are a man of distinction and merit. You gain a +1 Honor bonus on all saving throws, and a +2 Honor bonus on Bluff and Diplomacy checks and to your leadership score. In addition, against a single foe during the course of a day, you gain a +1 Honor bonus to Armor Class.
61–100 (Virtuous)	You are an honorable man, known far and wide for your trustworthiness and steadfastness. You gain a +4 Honor bonus on Bluff and Diplomacy checks and to your leadership score and a +2 Honor bonus on all saving throws. When in a single combat each day, you may choose, from one round to the next, to receive a +1 Honor bonus to Armor Class <i>or</i> a +1 Honor bonus on attack rolls. You must make this choice on your turn.
101+ (Paragon)	You are a paragon. It is assumed that the sun will rise in the West before you willingly break your word. You have all the benefits noted for an Honor rating of 61–100, and, in addition, you may turn one critical hit scored against you each day into a normal wound. You must declare you are doing this <i>after</i> the critical has been confirmed, but <i>before</i> any damage is rolled.

treachery, she offers the widow gold, or makes sure that the slain man's sons are provided for. If she breaks a vow, she performs some penance assigned by the wronged person.

Loyal: Once an honorable character has sworn fealty to a liege, she obeys that liege unto death. To betray one's master is as dishonorable an act as there can be, and it can be almost impossible to expunge the taint of betrayal from one's soul and reputation. Loyalty extends downwards as well as upwards; an honorable character protects those who have sworn service to her, and avenges slights against them as if they were against her.

HONOR PARADOXES

One of the most common themes in the literature is the concept of a character having to choose between two honorable acts, or being forced to commit some dishonor due to a need to preserve honor. Resolving such a paradox without losing Honor is a great roleplaying challenge, and if it can be done well, can provide both the GM and the players with a lot of fun and a very memorable story arc.

For example, suppose a noble lady knight is riding in the woods, and comes upon a strikingly handsome young man who seems forlorn and despondent. Struck by his grace, she stops to talk with him, and learns he has been turned out of his ancestral home by a cruel baron. She immediately swears a vow to slay the baron and return the man's lands to him. When she rides to the baron's castle to challenge him to a duel, she finds the baron is sworn to the same liege as she. She cannot honorably slay him without her lord's permission, which he will be loath to grant, as the baron, though cruel, has been a loyal servant. To break her oath is dishonorable; so is slaying someone who has sworn service to her own lord! How she resolves this dilemma is up to her, but the odds are good it will involve much questing and heroism.

Gaining and Losing Honor: Different acts can cause someone to gain or lose honor. Generally, it's a good thing to have someone witness your deeds, since honor is at least in part a function of how you are perceived by others. But honor also represents internal fidelity to ideals, and it is the knowledge of your own honor (or the shame of your own dishonor) that is the fuel for the game based effects.

GAME RULES:

WITNESSED AND UNWITNESSED ACTS OF HONOR

If the players and the GM do not mind some complexity, the characters may have two Honor scores: One the total of all Honor, and one the total only of witnessed Honor. (For game purposes, witnesses should be NPCs who have survived the encounter and can be presumed to have spread the word of the deeds they have seen. The ogre you slay in a field does not count as a witness to your ogre-slaying valor, but the maiden he kidnapped, whom you return to her family, does.) Total Honor is used to determine bonuses or penalties to saving throws, since

those come from a mix of your faith in yourself and the blessings of higher powers, who look favorably on the honorable. Witnessed Honor is used as the basis for the modifiers to interpersonal skills, since those derive from how much others are likely to respect and trust you.

END RULES

Below are some guidelines for awarding and penalizing honor. Player characters are assumed to have an Honor of 10 when starting out. "Named" or important NPCs should be assigned an Honor score appropriate to their station and character, and remember, "honorable" does not always mean "good" or "nice." Of all the virtues described above, only generosity requires an honorable character to actually aid strangers. Even then, to some this virtue may mean merely leaving those you rob with the clothes on their back, or granting a night's rest and a good meal to those you plan to slay in the morning (following a formal challenge, of course!).

These are guidelines for awarding Honor. They should be adjusted at whim to suit the needs of the campaign and the GM's judgment. A shame witnessed by many people, for example, is worse than a shame witnessed only by yourself, and betraying a liege who, while he did his duty by you, was otherwise without honor is a lesser shame than betraying a man who was a supreme paragon of virtue. (To put it another way, betraying Mordred is less dishonorable than betraying Arthur.)

These rules are a "generic" set of conditions, based on the principles noted above. Campaigns where different cultures or knightly orders have their own principles and codes of chivalry (see "Chivalry," below) may have entirely different rules.

GAME RULES

- Battling a foe of a CR equal to your own, in single combat: +1 point of Honor, +1 for each additional +1 CR.
- Being knocked unconscious (reduced to 0 or fewer hit points): -1 honor.
- Being knocked unconscious by a foe of a CR two or more less than your own level: -1, and an additional -1 for each additional point of CR lower than your own.
- Refusing a challenge from a foe with at least 5 Honor: -1, and an additional -1 for each 5 more points of honor the foe has.
- Breaking your word or a vow in a minor fashion (taking a drink during a fasting day,

arriving later than promised, failing to do a very minor task you had sworn to do): -1 to -3

- Breaking your word or a vow in a moderate fashion (Eating a feast during a fasting day, failing to arrive at all for a minor event, ignoring a fairly important task) -3 to -8

- Breaking your word or a vow in a major fashion (Any action which causes someone who relied on you to be injured, killed, lose a great deal of land or property, and so on): -9 or more, depending on the severity of the act.

- Attacking without issuing a challenge: -1 honor for each 5 points of honor of your foe, minimum -1.

- Attacking a single foe with a group: -5 base, plus an additional -1 per point of CR difference if the CR of the foe is less than your own, and an additional -1 for each member of the group. This does not apply if the foe attacked your group without challenge or warning, or against animals or the like. It refers only to 'ganging up' on an inferior foe. All members of the attacking group lose Honor. Thus, if three 10th level fighters attack a single 8th level fighter, they lose 9 honor apiece: 5 base, 2 more for the foe being two levels lower than their own level, and 2 for each person in the group.

- Refusing to grant mercy: Killing an unconscious foe (unless the combat was understood to be to the death) or refusing a surrender from anyone with 0 or more honor: -1 to -5, depending on the circumstances.

- Disobeying a liege in a minor matter: -1

- Disobeying a liege in a major matter: -5

- Taking up arms against a liege who has been loyal to you: -10 or more.

- Deliberately weakening yourself in combat against a lesser foe: +1 Honor, provided you truly even the odds. (For example, fighting without a shield, or with a mundane sword instead of a magic weapon.)

- Betraying a guest, or otherwise harming someone under your protection: -2 to -5.

- Dishonoring the body of an honorable foe (for example, following a duel, not properly and reverently burying your foe's corpse, but instead hanging it from a post in front of your castle): -2. (Displaying the corpses of the dishonorable in such a manner is nothing but what they deserve, of course.)

- Fighting with your device hidden: -2

- Treating an honorable man dishonorably, or acting towards someone as if they were of

lower station than they are. -1 to -4, depending on the degree of rudeness.

- Fighting using the device of another -3 or more, especially if you dishonor them.

- Allowing ill treatment or rudeness in regard to yourself or your lord: -1 to -5, depending on how great the act of dishonor. For example, if you and your liege are at a feast, and the giver of the feast seats and serves the stable hand at a higher place than your lord, this is a base insult. If you fail to leap up and demand an apology or a duel, you lose 1 Honor until you have somehow rebalanced the scales.

EXPUNGING THE STAIN

The characters in the Arthurian tales are not saints; most committed grievously dishonorable acts. However, it is often possible to erase the taint of a wrong action. If you act dishonorably, it is possible that you can make amends to set matters right. If you suffer a loss of honor by mistreating a person who yet lives, they may demand of you some quest, deed, or penance that, if performed, restores the Honor lost. Alternatively, if the person you dishonored is dead, or if the act that caused the dishonor does not involve a specific individual, then you may be given some task by someone whose Honor is at least ten points higher than your own (and at least 10 points total) that, if performed, likewise removes the dishonor.

For example, let us suppose that Sir Giles, while wandering the woods, happens upon someone who he thinks is a commoner, and treats him rudely, ordering him about and humiliating him. Later, he finds the supposed commoner is actually a knight of high standing who had been left disarmed and helpless. Giles is deeply dishonored, suffering a loss of 2 points of Honor. He begs the mistreated knight, the estimable Sir Franklin, for forgiveness, and Franklin, following the virtue of mercy, decides to grant it. He demands that Giles spend one week as Franklin's servant and, should Giles endure all with good grace, all will be forgiven and his Honor restored. Giles manages to do this, and, thereafter, treats all lowborn with more kindness, having learned something of their lot.

If you accept a task to remove a loss of Honor and fail to complete it, the Honor loss is doubled. It is up to the GM to set a reasonable timeframe for the completion of any task, and to let the player know the boundaries.

CODES OF CHIVALRY

Different cultures, nations, races, religions and knightly orders all have their own codes of chivalry — of what it means to be a “knight,” or an honorable person. The baseline code, described above, is perfectly suitable for most Excalibur campaigns. In games in which cultural or inter-species conflict is more important or in which themes of unity and overcoming differences by finding common ground predominate, it may well be a good idea to have multiple codes of chivalry, complete with different rules for gaining or losing Honor under them.

This leads to a potential complication — how does Honor gained by one code work when confronted with someone whose code holds that Honor is gained by wholly different acts? The simplest way, with the least bookkeeping, is to shrug and ignore it — Honor is Honor, and the cruel hobgoblin knight and the kindly elven knight both recognize the honor in their opponent and act accordingly. If a more intensive recordkeeping is acceptable, however, a system similar to that used for witnessed and unwitnessed Honor can be implemented.

Each character must maintain multiple Honor scores, reflecting each of the differing codes of chivalry known to the campaign. Bonuses to saving throws, and the ability to select and use certain Honor feats listed in Chapter Three are all based solely on the character's Honor according to the code of chivalry he follows. Bonuses to Diplomacy or Bluff checks, and certain other Honor feats, are based on the character's Honor according to the perceptions of the other individuals involved. (The feats require the minimum Honor noted based on the character's personal code, but they do not affect an opponent unless the character's Honor is at that minimum even under his opponent's code.)

CHIVALRIC ORDERS

A chivalric order is a group of knights who have banded together under a common code to advance a shared goal. This goal may be as straightforward as “Defend the kingdom from the orcish hordes,” or it may be as abstract as “Bring Honor to the World.” All of the Knights of the order have sworn obedience to its code. Orders may answer directly to a secular or religious authority or they may be independent; both exist. Over time, the purpose of an order may drift considerably.

Knights of an order usually identify themselves as such: “I am Sir Roger of the Order of the

Shining Light!” for example, and they bear the order's symbol, as well as their own, on their shields or banners. The sole exception to this is when disguise is required.

Different orders may be allies, or they may be hated foes, even ones that share similar goals.

It is rare for a knight to be a member of more than one order at a time. Whether or not it is allowed by the rules of the order is up to the GM. Even if it is permitted, there may well come a time when the demands of two orders force the knight to choose between them, and this can be a painful and costly decision (especially in terms of Honor). Betraying an order costs at least 10 honor, possibly more.

The GM should feel free to create as many Orders of Knighthood as seems fitting. A few things to consider when creating an order:

What is the order's purpose? This is extremely important, as it shapes the rest of the development of the order considerably. Does the order exist to defend a kingdom, to embody a virtue, to complete a quest, to slay a particular monster or type of monster, to serve a religious authority or for some other purpose entirely? Generally, an order should have only one primary purpose, though there may be dispute within the order about how to attain it, and a purpose might change over time. Also, consider what might happen to the order if the purpose is ever fulfilled. For example, if the Order Of The Wyrms Bane was formed to battle the red dragon Therianaixius and has pursued her evil for over a century, then, when the beast is finally slain, what becomes of the order? Do they all say “Good job!” and disband, do they change their focus (pursuing, for example, the many children Therianaixius spawned during her long and bloody life), or do they become more of a social club, using the prestige gained in their long struggle as a way of improving the lives of their members?

What is the order's origin? Are its founders still alive? Did a single man with a vision found the order, or was it created at the command of a king or a priest? Is the origin well known and documented, or lost in the mists of time? Did the order spring from another order, perhaps one that lost its original purpose (see above)? What, if anything, has changed since the order was created — would its founders even recognize it now, apart from the name?

How martial is the order? While most knightly orders place their highest priority on



battle, combat, and glory, some orders have a more scholarly or religious bent to them, and encourage learning or piety, as well as martial prowess, among their members. (This could lead to members gaining Honor by learning Knowledge skills or taking levels in a divine spellcasting class, for example.) Others might stress artistic and poetic merit or courtly grace.

Are there limits on who can join the order? Some orders may accept only human fighters of lawful alignment, while others may take on anyone willing to follow the order's codes. The purpose of the order often shapes who is accepted; an order dedicated to protecting the High King of Elvenkind is unlikely to accept a human, and certainly never takes a dwarf or a half-orc. Half-elves might just squeak in if they can prove themselves. A strongly martial order might take only combat-oriented characters, while a holy one might also allow in priests. Some orders may be focused around specific classes, such as the arcane Order of the Gold Octagon, while others, such as the Knights of the High King, accept all who prove their valor and honor. Many orders also have a minimum Honor requirement, accepting only those who have already proven to be valorous — and expelling those whose continued acts of dishonor cause them to fall below the minimum.

Does the order have any prestige classes? While not all members of an order have to take levels in an order-specific prestige class, if one exists, such a class might provide a wealth of special abilities that enhance the character's ability to carry out the order's purpose and mission.

ALTERNATE CODES OF CHIVALRY

Following are some codes of chivalry suitable for different chivalric orders. GMs should be encouraged by these examples to create their own.

The Dark Warrior's Code

This code of chivalry is suitable for use by hobgoblins, orders of blackguards, the loyal forces of a necromancer, and so on. It combines discipline and honor with cruelty and a love of power above all else.

Respect the Strong: Someone who is powerful deserves respect, even if he is your enemy. Treating a skilled warrior or potent spellcaster with disdain dishonors you. Always treat the mighty politely, even if you hate them and plan to kill them.

Rules: Following the Dark Warrior's Code, you lose Honor when you are rude or disrespectful to anyone more powerful than you are, to the

tune of 1 point of Honor per 2 levels/ CR difference. (i.e., if you are rude to someone who is 10 levels higher than you, and live to tell about it, you lose 5 Honor.)

Obeys the Worthy: Orders are to be obeyed — provided the order-giver is powerful. It is dishonorable to not do what a rightful ruler commands, but orders given by the weak or foolish, even if they technically command you, can be ignored. Thus, a follower of the Dark Warrior's code should always obey an order given by someone worthy of respect, but would only follow an order given by someone he does not respect if it was something he would do anyway.

Rules: -1 Honor for disobeying commands if the order-giver has honor (by the Dark Warrior's code) of 15 or greater, and the order-giver has the proper authority to be giving orders.

Mercy Must Be Earned: The decision to kill or not kill a clearly defeated foe is entirely in the hands of the warrior. To beg for mercy in any way is a guarantee of being denied it; the truly worthy face death with courage, and would never ask to be spared. If a follower of the Dark Warrior's code sees value in a nearly-fallen foe, she may choose to spare him, usually with no conditions attached — to demand service in return would be to reduce the honorable foe to being a mere merchant, trading for his life!

Rules: -2 Honor if mercy is granted to someone who asks for it. +1 Honor for choosing to spare a foe who does not ask for mercy, but who has shown himself to be an honorable fighter. (Honor 15 or more) (This overrides the default Honor rules regarding mercy.)

Fools Fight Alone: Allowing a foe an undue advantage over you, under most circumstances, is not honor, it's just stupidity. If there are ten of you and one of him, well, it is certainly a bad thing to be him, right? Likewise, what sort of idiot would toss away a potent blade of sorcery and draw forth some rusted relic of cheap steel?

Rules: You lose no Honor for attacking in a group, and you gain no Honor by deliberately weakening yourself. You do, however, lose Honor if you attack without a fair challenge, even if this challenge is simply a yelled, "Defend yourself!" as you and your friends barrel down on your foe.

The Weak Deserve No Honor: While most of the normal rules of honor apply to followers of this code, including the demands of honesty, adherence to one's word, and so on, this code also has the "out" that inferiors should neither expect nor receive honorable treatment.

Rules: None of the normal rules for loss of Honor apply if the victim of your deceit or treachery is five or more levels below you *and* has less than 15 Honor.

There Is No Greater Sin Than Cowardice: The Dark Warrior would rather die instantly and horribly than engage in a, ahem, “tactical withdrawal.” Any appearance of fear in the face of a foe is grossly dishonorable.

Rules: Double all Honor penalties for fleeing combat, or for being defeated by an inferior foe.

THE ORDER OF THE GOLD OCTAGON'S CODE OF ARCANES HONOR

This is the sort of code which is wholly without historical precedent, as it is a code for a group of arcane casters who choose to use their abilities to serve a greater good, just as the most idealistic and noble orders of chivalry do. They are knight-mages, traveling the land seeking to right wrongs, often working with knights of more martial orders.

Do Nothing To Dishonor Magic: The common folk, many priests and even some kings fear magic. A wizard can ensnare and bewitch your mind, disguise a gaping chasm as level plain, watch your every move from a mile away or transform a mighty warrior into a tiny worm, all with a word and a gesture, all from beyond the reach of arrows, never mind swords! Therefore, it behooves all casters to do all they can to quell such fears, to show that while the power of a wizard or sorcerer is indeed great, it can and will be used for good and noble purposes.

Rules: Double the Honor loss for any dishonorable acts aided or abetted by magic.

Teach Those Who Wish To Learn: Part of the bad reputation of magic is due to the fact that mages cloak their knowledge in secrecy, allowing people to spin wild stories about how wizards gain their power. While many casters quail at the thought of giving away their secrets (and therefore, do not join the Order for this reason), the Order believes that knowledge is increased when it is shared.

Rules: If anyone gains their first level of an arcane class while under your tutelage, you gain +5 Honor. Refusing to teach basic magic to anyone with an Honor of 5 or higher results in a loss of 5 Honor.

Never Burden the Innocent Mind: Perhaps the greatest fear folk have of casters is that their own minds can be snared and controlled. As a consequence, all members of the Order have sworn to

never use Enchantment spells on anyone other than an enemy they are directly fighting. They never *charm* a hireling, or a stranger into doing their bidding, nor even use magic to “convince” a surly innkeeper to let them rent a room.

Rules: Any use of mind-affecting spells on anyone other than an enemy results in a loss of 1 Honor per level of the spell.

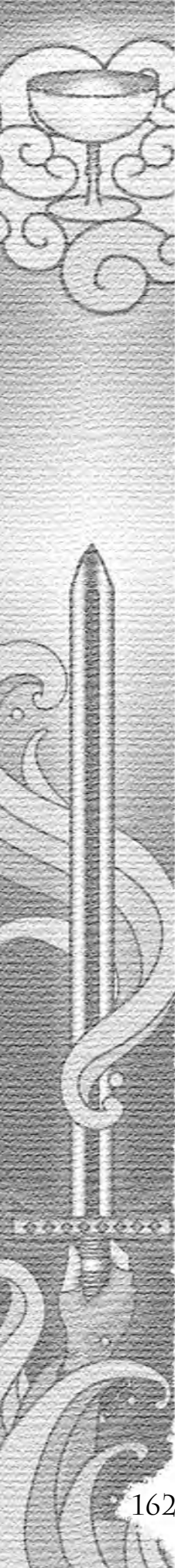
Service To All Who Ask: A wizard of the Order exists to aid those who need his power, and therefore, accepts any task asked of him, if it is even remotely within his power, provided he is not already on some other quest or mission.

Rules: If a Wizard of the Order is not on a quest, and is asked to perform some reasonable service that requires his skills (i.e., “Please save us from the dire wolves who steal our children” is a valid request; “Please tend my farm for me, since I’m feeling a bit tired this week,” is not.), and refuses without good cause (GM’s discretion) he loses 1 to 5 points of Honor, depending on the difficulty of the request and the genuine need of the person asking for aid.

WHO IS A KNIGHT?

One important thing to remember is that knight is a *title*; the “knight” core class presented in Chapter Two is a way for a character to begin play with that title, but it does not represent the only path to knighthood. Knighthood is a rank of nobility, albeit a lesser rank. All knights must swear fealty to a liege, and are expected to come to that liege’s defense when asked to do so — and to bear in mind that often such “defense” means launching attacks preemptively. (Some things, it seems, never change....) The knight class provided in this book is designed for campaigns designed to hit the ground running — but if your group has the patience and interest, earning that knighthood in play may be more satisfying.

While historically knighthood is a long and tedious road filled with apprenticeship, the duties of a squire, religious rituals, and arduous tests, in legend, knighthood is often granted seemingly on a whim, or at the request of anyone honorable or of noble birth. Sometimes, if the seeker seems to lack honor, nobility, or fighting skill, she is assigned some test or challenge. At other times, the knight-to-be merely approaches a powerful noble, often the High King, who is so impressed with the applicant’s bearing, heritage, and so on, that he dubs her a knight, and then a series of quests begin.



Within the campaign, it's best to use a blend of the historical and literary, though veering more towards the literary. No one wishes to play out the exciting life of a squire, polishing armor, feeding horses, and carrying supplies. On the other hand, simply having someone say, "My, thou dost look honorable! I knight thee!" drains the title of any sense of true accomplishment. For those PCs interested in earning knighthood (and this does not mean the entire party, necessarily — see "Mixed Parties," below) some form of challenge should be overcome. While this can be a quest set before the group as a whole, it can also be assigned to a single character, run as a solo adventure. Indeed, such a theme can be a way of introducing players to a campaign — each undertakes a quest for knighthood in their own separate mini-adventure, then the first group adventure begins with them gathered in the chapel of the High King's castle, spending their night of prayer and fasting prior to being knighted on the morrow. They exchange stories of their adventures, are each mutually impressed with each other's honor, and all swear to form a mighty band to go forth in search of adventure.

While "knight" and "warrior" are often interchangeable, in an Excalibur campaign, it does not need to be so! A setting where magic is more common or accepted than in the Mallory or Troyes tales might have knight-wizards and knight-sorcerers. Martial faiths produce paladins and knight-priests. Bards and rogues are more likely to be the boon companions of knights, but honorable service may result in the title of knight, as well.

Of all the core d20 classes, the least likely to ever gain the title of knight is the druid; knights serve other men (or elves, or dwarves, or orcs) while druids serve nature. Druids also represent, very much, the old order and the lowborn, while the High King, and his knights, represent the new order and the nobility. None of this is an absolute, of course — non-human races, especially elves and fae races, might have orders of knighthood that welcome druids, and while a druid jousting with a lance in the lists might seem odd, a druid-knight guarding an ancient castle, deep in the woods and so overgrown as to seem almost a mound of vines, is perfectly in genre.

ADVENTURING WITH MIXED PARTIES

Not all characters in a game need to be knights. For one thing, players and the GM might prefer to keep knights as primarily heavily

armored warrior classes, in keeping with the "Knight In Shining Armor" image. For another, character concepts might run counter to the primary role of the knight as the servant of a liege and a member of the nobility — there is little room in such for the slightly mad hermit, the priest who swears loyalty only to his gods, or the wandering troubadour who proudly claims he has, needs, and wants no lord.

This does not pose a significant problem in general, but in order to keep fidelity to the genre, the following recommendations are offered. The genre stories are primarily about knights, after all, and non-knights enter the tales mostly as servants or spouses, and rarely form a major part of the action. However, most modern gameplay tends to focus on a group of co-equal adventurers, not on a single valiant knight and his nameless servitors.

One method is to have the campaign impetus be centered on the knight or knights of the party, but not the individual stories. That is, the main theme might be "Sir Calendor and Lady Melanie are quested by the High King to seek out the Spear of Forethought, wherever it might be found!" However, each knight has with them one or two companions (the other, non-knightly, PCs) and while the story might someday be told as "The Quest of Calendor and Melanie," the actual gameplay gives equal time to all players, with challenges and opportunities for all.

Something which may be a complication for some groups, but which may be a good roleplaying opportunity for others, is the fact that non-knights, for the most part, are not bound by codes of chivalry, and are therefore immune to the requirements of honor. (This is not always the case; codes of chivalry can be adopted by non-knightly orders, see the *Order of the Octagon* in the "Codes of Chivalry" section, above.) This allows the non-knights considerable leeway in their actions — but said actions *do* reflect upon the honor of their knightly companions! How much of this is permissible is a function of how well the group interacts. If the players are mature, they will see it as a chance for interesting conflict and good inter-party interaction. If the players are immature, it can become nothing more than the means by which a disruptive player can "mess with" another player's character. If the latter is the case, reduce or eliminate the harm done to the knight's honor by the actions of another character — if removing the disruptive player from the group altogether is not an option.

COURTLY LOVE

The subject of courtly love is a complex one that has filled many books and scholarly tomes. This is a decidedly non-scholarly look at the concept, with an eye towards including it in your Excalibur games.

“Courtly love” is a particularly ritualistic style of romance, played out according to complex rules and guidelines, and romanticized (or possibly created out of the whole cloth — some scholars feel that ‘courtly love’ never existed outside of fiction) in much of the source material for the Arthurian legends.

To briefly summarize, courtly love is a long, sometimes frustrating process, whereby one person declares his or her undying love for another, who is then free to reject or accept that love, but who usually begins to impose endless tests and conditions on it. Furthermore, courtly love is distinct from — indeed, opposed to — marriage, with at least one of the parties being already wed. This may well be an outgrowth of the number of arranged marriages in early medieval times, especially among the nobility, so that love almost always had to be sought outside of marriage. Alternately, it may be a tool used by early fiction writers to guarantee certain levels of conflict, angst, and longing, putting a quick answer to the question “Well, if they love each other so much, why not just get married and settle down?” (Anyone who feels the soap opera is a wholly modern-day contrivance needs only to read such early tales to be disabused of *that* notion!)

From a gaming perspective, courtly love serves much the same purpose it does from a literary perspective — it provides an impetus to go forth and quest, in order to prove your worth to the object of your affection. (Astute readers may note a lack of gender here. This is deliberate. The traditional model, of course, is that of a noble knight pleading for the love of a haughty, distant, but extraordinarily beautiful woman, who treats him (despite his obvious ardor and honor) with contempt, continuously demanding ever greater proof of his devotion before she even deigns to cast one glance upon him. While this says much about what the early authors may have thought of women, it is the case in modern fantasy — and in this sourcebook — that gender equity has made itself known. Courtly love may consist of a female knight seeking to prove her worth to a disdainful lord, or may even involve two individuals of the same gender. The dramatic theme transcends traditional roles; those

who prefer a more “historically accurate” sort of fantasy can of course apply the fixed gender roles that would apply, but that should be a matter of choice rather than the default assumption.

It should also be noted that, often, the seemingly cold/ aloof object of affection can ultimately be won — he or she may simply be unwilling to risk love for anyone not truly worthy. If a suitor is not willing to persist after a few rebuffs, then, well, that suitor clearly was not committed to love. In addition, modern sensibilities may reject the idea of a suitable lover as one who is merely attractive and shows no other virtues; it is probably a good idea to make sure that the focus of a courtly love story arc has more going for her than mere looks.

A few of the tenets of courtly love are as follows, taken from *The Art of Courtly Love* by Andreas Capellanus.

Marriage is no real excuse for not loving.

He who is not jealous cannot love.

No one can be bound by a double love.

It is not proper to love any woman whom one should be ashamed to seek to marry.

A true lover does not desire to embrace in love anyone except his beloved.

When made public love rarely endures.

The easy attainment of love makes it of little value; difficulty of attainment makes it prized.

Every lover regularly turns pale in the presence of his beloved.

When a lover suddenly catches sight of his beloved his heart palpitates.

A new love puts to flight an old one.

Good character alone makes any man worthy of love.

Jealousy, and therefore love, are increased when one suspects his beloved.

Love can deny nothing to love.

Nothing forbids one woman being loved by two men or one man by two women.

From a gameplay perspective, it’s obvious that courtly love adds a tremendous number of narrative hooks upon which a clever GM can snare the PCs. It is also important, however, that such story arcs be entered into with the consent of the involved players and with those players who want to play out the intricate and oft-times frustrating rituals of this type of romance. It is also strongly recommended that the object of affection be an NPC. This allows the GM a greater amount of control over the pace of the romance (that which is won too easily is es-

teemed too little), as well as allowing events to happen “offstage” to influence or alter the course of the story. Furthermore, the basic model of courtly love in the tales is that the beloved stays home with her spouse, while the lover wanders the land, performing deeds in the name of his beloved while also feeling depressed, miserable and forlorn over the fact he is not with her. Anguished cries and overdramatic displays of misery are encouraged.

An entirely fitting twist would be allowing two PCs to pledge themselves the same love, and to have the object of their affections pit them against each other. This doesn't necessarily imply direct combat (“For it would surely slay me if e'er one of two such fine knights were to harm the other in my name!”) but rather two knights competing to prove their devotion and worth. This can, with a mature group, lead to excellent roleplaying opportunities, as each prospective lover rushes forward into battle, seeking to be the one who deals the killing blow to the ogre or dragon, always trying to outdo the other — and, at the same time, making sure their rival doesn't die, for, such a death would render the victory meaningless. The rival must live to see the object of their mutual love reject him! Of such complex interactions are great stories born.

A final complication, again recommended for mature players, is to allow a courtly love triangle, in which two PCs are both involved with the same person (which may be a third PC, or an NPC), but one is pursuing a traditional relationship (i.e., marriage) and the other is following the path of courtly love. If the marriage is already in existence, this offers tremendous scope for roleplaying. It is worth noting that just such a triangle is what destroyed Camelot... if handled with delicacy and maturity, a similar epic tale — perhaps ending on a happier note, or perhaps not — can play itself out in your campaign.

PROPHECY

One feature of the Arthurian cycle that adds great resonance to it, but which can be difficult to model in a game filled very free-willed PCs, is prophecy. The coming of Gawain to the Round Table was foretold before Gawain was even conceived; Merlin told Arthur of his (Merlin's) impending imprisonment at the hands of Nimue; Arthur knew of the coming of Mordred and took cruel, but futile, steps to prevent it, and so on.

Having a single PC, or even the party as a whole, be the subject of a prophecy, or the implementers of one, is a wonderful theme for a campaign. But it must be handled *delicately*, lest the campaign devolve into railroading and frustration.

Prophecies should generally be cryptic and vague, vague enough to allow multiple possible interpretations. “John of Redwick Hall shall slay his sire, the Ogre of Westernesse on the day of April the 12th, in the year 487” is *not* a good prophecy, as forcing it to come true requires an amazing amount of railroading. It is better than it could be, though, as it doesn't specify a location — making it possible, for example, that John and the Ogre, eager to avoid their fated meeting, each (unknown to the other) travels as far from their usual lands as possible, only to meet, in disguise, at a seaport tavern and engage in a fatal brawl.

The more variables that can be read into a prophecy, the better. “You shall surely die by the hand of a loved one,” for example, is wonderfully vague. While many would interpret it to mean that a loved one will kill him, it could be read more literally, he will die by (near) the hand of a loved one. A truly twisted and evil variant would allow that the entirety of the loved one need not be present, just her hand. The more traditional interpretation, that someone you love will, intentionally or accidentally, kill you, is also valid.

Prophecy normally cannot be avoided, and, as a rule, any attempt to negate the prophecy is the source of its fulfillment. Some prophecies, however, are if-then; “If the Sacred Chalice is not found, *then* the realm of the High King shall surely fall.” (A particularly nasty twist on this type of prophecy is to note that the prophecy does *not* say, “And if it is found, then the Realm will not fall.” In other words, “If a, then b” does not automatically imply “If not a, then not b.” It is best to use this sort of trick very sparingly; players expect to be rewarded for their actions, not to learn that their efforts were futile even if they succeeded at their task.

Prophecies can come from a variety of sources. Some simply appear, presumably at the will of the higher powers. For example, one morning, the inhabitants of the Castle Forlorn awaken to find that, above their main gate, these words appear: “When three knights who are also one pass this gate, the castle shall fall within a day.” The prophecy may be fulfilled in hours, or not for years, but will be a source of much wonder and commentary.



Those with magical gifts may be given to prophecy. Some spells, such as augury, provide this power in a concrete manner. However, the GM is perfectly entitled — encouraged, even — to use such characters as vehicles for visions. Any character able to cast spells, but especially those with levels in cleric or sorcerer, may have a vision or dream that they intuitively know bespeaks the future. Whether or not they choose to share it with other players is a different matter....

Lastly, prophecies may be found. Characters studying old books preserved for centuries in a lost abbey may find that they contain either vague hints or specific warnings of events soon to come. The unearthing of a long-lost prophecy may itself be the key to the prophecy's eventual fulfillment, for the knowledge of the prophecy itself impels people to act so as to bring it about.

It is best not to overdo prophecy. A single campaign-spanning prediction, with the prophecy not the focus of every adventure, but always there in the background, works. A less grand prophecy as the focus of a single adventure out of many also works. However, if nothing occurs that wasn't foreordained somewhere, the awe and wonder of prophecy is lost. The one thing that must never occur is anything akin to "So,

Sir Bevelmonne, what dost thou wish to do today?" "I do not know, Lady Elayne of the Far Marches; what are we *destined* to do today?"

RELIGION

With the quest for the Holy Grail at the heart of Arthurian tales from Mallory to Monty Python, religion should not be trivially ignored or turned into nothing more than a means of regaining lost hit points. At the same time, it should not be assumed that a campaign world is Christian, or even monotheistic;. Certainly, if the players are interested in a more historical campaign in Christian England, Christianity is by no means taboo — it simply shouldn't be the only option available. As with much else, what matters is getting the tone right, not the specifics.

- **New Gods and Old:** Symbolically, one of the most powerful themes in the Arthurian tales is the triumph of the new gods over the old, or of Christianity over paganism. While not explicitly phrased as such, there is a strong attitude that monsters and magic belonged to an older world, and that the Christian knights of King Arthur were engaged in beating it back. The fall of the Round Table came from the actions of

Morgan le Fay, after all, and Merlin, who was far more of a shrewd manipulator than a kindly wise man in the original stories, was said to have the blood of Satan coursing through his veins. Knights never studied magic or cast spells; they might use magic artifacts, or ask a wizard's aid, but they did not perform magic. The Arthurian world, at least as seen through the eyes of the 12th and 13th-century writers, was one in which magic and enchantment were real, but on the decline; if not always evil, they were certainly not *good*.

This makes a powerful campaign theme. The conquest of the old by the new is a potent hook, and this makes no assumptions about which, if either, is "good." Are the Knights of your campaign warriors for the True Gods, who shed their light into the dark places of the land, sending the old evils scurrying away? Or are they defenders of the old ways, of tradition, of the folk and the earth, against invaders and outsiders?

One important distinction between "old gods" and "new gods" is that the old gods are more personal, more likely to appear as spirits or powers, and the new gods are abstract, powerful, but distant and impersonal, rarely speaking directly.

(As a side note, the Arthurian tales that come to us from the 11th and 12th centuries were, themselves, based on much older stories, many of which predate the arrival of Christianity in Europe. The above comments apply to the themes present in these "newer" stories. There are also many versions of the tales, especially those by modern science fiction and fantasy writers, which explicitly reject the "Christianization" of the legends performed by Mallory, Troyes, et al. The grail, for example, can also be seen as a symbol of a Goddess rather than of God; a chalice is usually a symbol of female power.)

Following is a sample religious system that allows for an Arthurian "feel" without requiring real-world religions and their associated baggage.

- **The Church of the Incarnated:** This Church's doctrine was first propounded about a millennia prior to the time of the campaign, and it has since spread far and has had great success in a wide variety of nations. The first proponent of the religion, a woman now known only as The First Revealer, declared that the gods were all originally mere mortals. After death, the souls of those who were the best in life at what they did ascend and become gods, overseeing their own area of expertise in the material realm. If ever

another mortal should transcend the skills that the god showed in life, on death he takes that god's place, and the former god moves on to an even greater reward. (Some speculate this cycle is infinite, but the Church considers that heresy. It is not, the Church Elders decree, "Gods all the way up.")

Because the Church promises the ultimate reward for achievement — apotheosis — followers tend to work very, very hard at being the best they can be. Furthermore, since there are no gods of "Well, you know, a little of this, a little of that..." there's a strong tendency to focus heavily on one skill, task, or role. The benefits of this belief system to the temporal powers of the world are fairly obvious; it encourages hard work, dedication and loyalty. To rebel or to seek to change your station in life is to risk losing a chance at godhood, and to be reduced in the afterlife to a vaporous mist, a bare shadow of your true self. In between the incarnated deities and the failed wisps are all manner of other levels and stations, the details of which are mostly of concern to scholars and priests. These are often sent as messengers and servants of the Incarnates, appearing usually as idealized members of their race, glowing with heavenly fire. When they appear, it is usually because something of concern to the Incarnate they serve is happening, or is about to occur. For example, an Incarnate of Valor might think that the people are failing to truly strive for greatness, and therefore need examples of true valor, which can be shown by the undertaking of a great quest.

There are quite a number of incarnate deities, but, because it is presumed their identity changes over time, all are presented as faceless, bearing the symbols and tools of their station but no personal features. The belief that anyone can transcend is at the core of the faith, and thus, their missionaries are extremely zealous, fearful that many might miss their chance at ascension if they are not taught the Church's code.

The tools, and sometimes the body parts, of the most skilled representatives of any trade or class are often assumed to be holy. Sometimes, an individual is so skilled that it's generally assumed that he has certainly transcended, and thus, small cults often spring up in which the normally anonymous incarnation of a god is given the form and features of a now-dead master of his craft. Officially, the Church disdains such cults, but, unofficially, it recognizes the hold a concrete image can have and does little to squash them.

Officially, the Church does recognize a number of holy items, usually relics of those who have become incarnates. A master blacksmith's hammer, the sickle of a great farmer, or the sword of a mighty warrior are all typical holy relics, and all might hold considerable religious significance as well as more worldly powers.

While this religion differs greatly in form from medieval Christianity, it allows for many of the same *story elements*, as follows:

- A hierarchical religious establishment.
- A strong missionary tradition.
- A number of “lesser gods,” i.e., saints, serving to inspire chivalric orders and similar organizations.
- Distant, abstract, gods, rather than close, personal gods. The Incarnates work in mysterious ways....

RELIGION IN EXCALIBUR CAMPAIGNS

The default religions for an Excalibur campaign are threefold — the monotheistic (in tone) human faith of Daeos, the human nature-goddess faith of Druena, and the rather informal pantheism of the fae races. These religions can be used to complement the information given in Chapter One, or imported into an Arthurian campaign of a different mix.

THE DAEOSIAN CHURCH

The Daeosian faith blends elements of monotheism and dualism. The religion is primarily focused on the worship of Daeos, who is held to be the greatest and most powerful of all gods.

• **Daeos, King of Heaven:** In his aspect as King of Heaven, Daeos is popular among knights, nobles, and law-abiding citizens. He is seen as stern but just, and worthy kings and nobles are expected to emulate his honorable rule. Followers of the King of Heaven mark their faith with the Maltese cross. His favored weapon is the heavy mace, although knighted or ennobled priests in his service may use the longsword as symbol of their dual authority.



• **Daeos the Redeemer:** In his Redeemer aspect, Daeos is a god of mercy, redemption, generosity and healing. In this aspect, he is popular among the common folk, whom he loves and cherishes for their humble piety. His followers display the Celtic cross as their mark of the Redeemer. His favored weapon is the quarterstaff, which is sometimes depicted as a shepherd's crook.



Some sects of the faith (and there are many splinter sects) acknowledge the existence of Druena and the fae gods, but consider them lesser creations of Daeos, or in some cases, simply alternate faces Daeos has chosen to present to the mortal races. Other sects decry the other gods as illusory or even as demons masquerading as gods in order to lead the faithful astray. These more radical sects are not as popular in the Realm, but they still cause some trouble for the fae races and other “heretics.” Daeos himself is worshipped in several aspects, such as the stern King of Heaven and the merciful Redeemer, and pious folk pray to many of his archangels and saints to intercede in their areas of specialty.

The other, “lesser” half of the Daeosian religion is Daeos’ eternal enemy, a dark god most frequently referred to as the Adversary. The Adversary is considered the first, oldest and most wicked devil in all of Hell, the firstborn creation of Daeos who rebelled against his maker and was cast down for his arrogance and cruelty. Most faithful believe that despite the Adversary’s power and cunning, Daeos is clearly greater than the Adversary and will eventually put an end to his rogue creation; in the meantime, good folk must remain vigilant lest the Adversary tempt them into joining him in Hell. Of course, the Adversary is not without his own secret cabals of worshippers. His worshippers claim that not only is the Adversary really Daeos’ equal, but he will eventually be greater than Daeos, given that men’s hearts are more corrupt than virtuous.

• **The Adversary:** The Adversary is said to have as many names as he has shapes. Learned doctrine usually sticks fast to “the Adversary”; to the humbler faithful of Daeos he is often “the Devil,” “Old Flint,” or “Ironhooves.” Even his cult worshippers prefer to refer to him as “the Black Father,” or “the Mighty One” — speaking one of his more formal names is said to earn his displeasure. The Adversary’s mark is a pentagram drawn in blood or fire, and his favored weapon is the dagger that his priests use to give him sacrifices.



DRUENA

The worship of Druena is an older faith, one which does not frequently contradict Daeosian doctrine, but which does not rely on it either. Druena is the Mother, the goddess of nature and earth. Her clergy are most often of druids, although some clerics practice a more “community-oriented” form of worship. The followers of Druena sometimes find themselves at odds with Daeosian clergy, but are well capable of working alongside the priests of Daeos; after all, as they put it, people need both a father and a mother. She is usually represented by a wreath of holly, oak leaves or mistletoe, and her favored weapon is the scythe.

THE FÆ GODS

The fae races late of Tir na n’Og are true pantheists, and venerate a collection of deities that are more or less a large extended family. The relative power of these gods is unclear, and the fae seem not to care; it is enough to them that their gods continue to be mildly interested in their own welfare. They ask little of their gods that they would not ask of each other; it seems to be a mutually acceptable relationship. Most fae gods are depicted as slightly exaggerated versions of the races that worship them, a touch

more beautiful and perhaps manifesting some show of their divine power or element. A god depicted in a fae-crafted statue or mosaic may bear more resemblance to someone close to the artist than anything else.

The following are not the only gods of the fae; the fae are said to have nearly a hundred deities of varying strength looking after their welfare. These, however, are the gods most frequently venerated by the fae of the Realm.

• **Aedh**, Lord of Fire, is one of the specific patrons of the meinedd. He represents fire in its creative and destructive aspects both. He is said to power a mystic forge that allows the meinedd to create magical weapons. A blazing anvil is his symbol, and his favored weapon is the battleaxe; Aedh teaches the lesson of “the right tool for the right job.” A hammer for creation, and an axe for destruction.



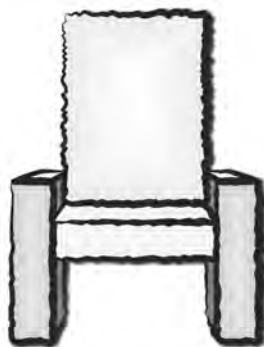
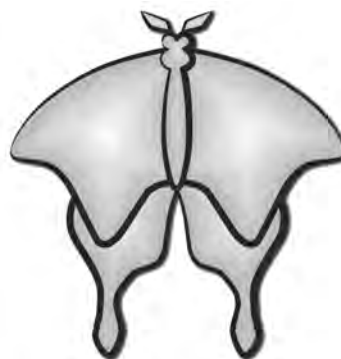
• **Aengus**, The One Without Flaw, is a god of beauty and perfection of form. He is well-loved by most of his godly comrades and relatives, due in part to his beauty and in part to his genuine love for the bonds of friendship. Aengus is not a particularly vain god, although his priests sometimes lack a similar level of humility. His symbol is three golden torcs linked together, and his favored weapon is the short sword.

• **Aeron**, The Unbowed, is one of the crueler members of the fae pantheon — a god of war and slaughter. Some label him a darker aspect of Morrighan, or one of her more wayward children. Aeron's priests emulate his fearlessness, and show a bloodthirst in battle that's said to reflect the nature of their god. Aeron worship has even spread to some Picti tribes, who gladly offer kills and battle-trophies to their bloody god. Aeron's symbol is a red stag's head (sometimes dripping blood from its neck or antlers), and his favored weapon is the bastard sword.



• **Aine**, The Burning Queen, is the passionate goddess of romantic love and desire. Her priests promote the ideal that it is better to love gloriously and passionately for a short time than to simply be content with one's partner for many years. As such, Aine is not a goddess of marriage or of unselfish, everlasting love; those aspects of love belong to Argante. Aine's symbol is a heart resting in a hand, and her priests often embroider hearts on their gloves. Her favored weapon is the whip.

• **Argante**, the Fae Queen of Avalon, is the goddess most daoine sidhe of the Realm worship. She is the goddess of life, honor and courage, in many ways a fae reflection of the human god Daeos — in ideals, at least, if not in form. Her priests are frequently community leaders. Her symbol is a silver moth, and her favored weapon is the spear.



• **Beli**, Father of All Gods, is the consort to Morrighan and a grandfather figure of sorts to the fae races. He is a more distant god than most, preferring to grant sparing gifts of wisdom and enlightenment. Still, he draws great respect not just for his creative powers but for his destructive ability — Beli was once the chief war god of the fae, before letting his sons Aeron and Taran take over the duty. His symbol is a stone chair, and his favored weapon is the greatsword.

• **Efnisien**, The Spiteful, is a malcontent among gods. He once strove to be recognized as a great war god, but was outdone by Taran and Aeron. Now he serves as a god of strife who antagonizes peaceful people; Efnisien takes no pleasure in the valor of warriors, but delights in the spectacle of ordinary folk fighting and killing one another. He is said to ride a chariot drawn by eight bloody cats, the fastest vehicle known to the gods. His symbol is a broken wheel, and his favored weapon is the heavy flail.



• **Flidais**, The Huntress in Gold, is one of the lesser goddesses of the fae pantheon. She remains popular among the lledrith sidhe, however; she is a sensual goddess who encourages her followers to love well and often, and she is also associated with excellence in archery and the sanctity of forests and wildlife. Her symbol is a quiver of golden arrows; naturally, her favored weapon is the bow.

• **Herne**, the Hunter, is the male counterpart to Flidais — but where she is generous and passionate, he is terrible and stern. He is the horned god, the master of wild beasts who is able to awaken the beast inside any mortal. He rides the skies when it storms, and is said to initiate the Wild Hunt itself. His symbol is a hunting horn; his favored weapon is the bow.



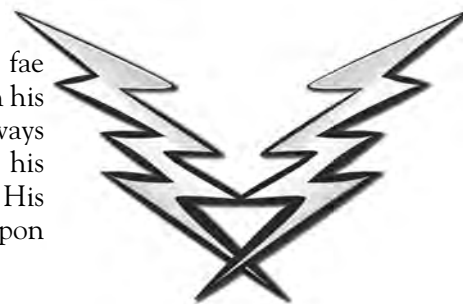
• **Morrighan**, Mother of All Goddesses, is the matriarch of the fae pantheon. Like her husband Beli, she is somewhat more distant in recent years than she has been, content to let the other gods do their share of caring for her great-grandchildren. She is honored for her strength and fearlessness in battle, and is said to still be able to best any other god, no matter how warlike, in single combat. Her symbol is a white raven, and her favored weapon is the spear.

• **Rhovan**, the Smiling God, is a rogue of sometimes benign and sometimes wicked temperament. He is in some ways the quintessential fae trickster, undoing an injustice in one heartbeat and then committing an outrageous injustice of his own the next. His symbol is a dragonfly, and his favored weapon is the dagger.



• **Sylvanus**, The Oaken Master, is another of the many nature-gods that the fae races venerate. Some say he is the consort of the human goddess Druena, who has taken it upon himself to watch over her fae children as she watches over her human creations. Sylvanus is not as terrible and fearsome as Herne, but his wrath is still mighty when invoked. He is represented with the face of the Green Man (a fae man's face with leaves for hair and beard), and his favored weapon is the club.

• **Taran**, God of War and Valor, is a favorite among fae warriors. He is said to strike down dishonorable fighters with his lightning bolts, although his definition of honor does not always accord with the human ideal. He frequently feuds with his brother Aeron, although he bears Aeron no lasting ill will. His symbol is a pair of crossed lightning bolts, and his favored weapon is the longsword.



• **The Three Smiths** are a collection of deities of similar interests and even similar form; they are sometimes worshipped collectively by hanner sidhe, dwarves and even some humans. The first is Credne, a smithy god of worked bronze, iron, silver and gold. Goibhniu is the second deity, a god of craftsmanship and brewing. The third god in the trio is called Luchta, who oversees fine crafting and writing. Clerics of the Three Smiths (or of any one) represent their gods with symbols of metal knotwork, and use the hammers that their gods favor.

NAMED MONSTERS

Monsters in Arthurian tales are rarely members of well-established species; very often, they are singular or near-singular entities. This is an area where merging the tropes of fantasy gaming and Arthurian legend can be tricky. It is generally unwise to have only one ogre or medusa per campaign, but, at the same time, few knights slaughtered large numbers of any one type of fell beast.

A compromise can be made, however, by dividing creatures into greater and lesser varieties. Lesser monsters are those that heroes slay in passing, mere obstacles to a greater quest. Greater monsters, however, *are* the quest, either as the guardian of some precious object, place, or person, or as a thing to be dealt with for its own sake. Such monsters can be differentiated from their sword-fodder kin as follows:

Named: All of them have names, often linked to their place of residence — the Ogre of the Green Hall, the Dragon of Southmoor, the Twin Giants of Castle Grey. These names are often known in legends and whispered for miles around, and someone who announces he is off to slay, or even meet, with such a creature will be

greeted with astonished wonder or cruel laughter, depending on how powerful he seems.

Advanced: Greater monsters will be at the high end of their hit dice range, either by adding racial hit dice to the maximum, or by adding appropriate class levels — or, sometimes, inappropriate ones. A normal ogre who has mastered magic and uses enchantments and illusion to seduce the local maids, producing seven half-ogre sons who guard his castle and challenge any knight who approaches to joust with all of them in sequence, is an excellent type of threat.

Unusual Abilities: Very often, a greater monster has powers which are not common to its species, or to most monsters, such as very high levels of fast healing and regeneration, DR 15/glass, or *greater invisibility* at will. These powers are often hinted at in legend, but not explicitly. No one says, “Aye, the ogre of the Green Hall, he’s invisible,” but it might be rumored that “No man sees the ogre, until doom is upon him.” This could imply stealth, invisibility, teleportation, darkness or many other things, and it is up to the players to work out the puzzle and prepare appropriately.

A Lethal Weakness: While this is something that works better in literature than in



games, it can still be useful if done sparingly. Greater monsters often have a weakness of some sort, something that can be exploited. Many are very prone to drunkenness, or cannot refuse a game of chance. Others might die if they see a blessed object, hear a particular prayer or are wounded in a specific place. Finding, and exploiting, such a weakness can be the main focus of a quest; in such a case, the creature really cannot be fought by conventional means, but is a sort of living puzzle; find the key and bypass it, fail and do not.

MAGIC AS OTHERNESS

One of the most important distinctions, in terms of flavor and tone, between a traditional fantasy game and an Arthurian one is that the worlds of man and magic are separate places. This does not mean that magic is necessarily rare (though it should be), but, rather, that it's something external to and different from the mundane world. Many fantasy games treat magic as a form of science, something that is enmeshed in the reality of day-to-day life. No matter how strange it might seem to the ignorant, magic in a normal fantasy game is a thing of this world.

Not so in the world of Excalibur! Magic is alien, foreign, different, and anyone who touches it has an encounter with otherness. The power of magic is accepted as real, but it isn't something actively sought out by most.

There are absolutely no commercial vendors of magic items; even a simple healing potion brewed by a woodland witch requires some quest, deed, or service to attain. This may be as simple as "chop one hundred and one logs in the space of one hundred and one minutes," or as complex as "find me a stone that is a song, and a song that is a stone," but it never comes down to "Potion of *cure light wounds*? Fifty gold pieces. Do you want it cherry or lemon flavored?"

Player character spellcasters should be treated as those who have walked in strange lands, not as mobile artillery. They often have knowledge and insights that come from no obvious source, and while they may be admired or feared, they are never treated as ordinary. Spellcasters are rare enough that all are known by name in the area in which they live unless they keep their knowledge secret. The Witch of the Red River, Lord Balithan of Oddenshill, Tomas the Wanderer — the names of casters, and their reputations for good or ill, are widely known.

Game Rules: Identifying an arcane caster by his appearance, symbol, or other accoutrements is a DC 20 bardic knowledge check, -1 for each caster level of the target. Thus, identifying a 10th level caster is a DC 10 check.

While it can be difficult to keep metagaming out of all conversation, especially in the heat of combat, players should strive to limit their use of game-mechanical terms. Rather than openly discussing spells prepared or known, player character mages should keep their spell lists relatively secret, revealing their contents only sporadically. For example, instead of saying, "I will cast *invisibility* on Sir Beremere," it is often better to say, "I tell Beremere, 'I know a simple charm that can hide you from this world; I will place it now upon you!'" The game effects are the same, but removing even something as simple as the spell's rulebook name adds a bit to the atmosphere and flavor of the setting.

MAGIC ITEMS

The Arthurian tales are full of magic items of all sorts. Excalibur is perhaps the most famous magic sword in the world, and there are countless other items in the tales, from armor that changes color to keep its wearer disguised to rings of invisibility. However, for purposes of flavor, some items are more common than others, and some rarely appear.

Furthermore, with the exception of poultices and the like, items tend to be unique and known by the name of their wearer or maker, rather than by their abilities. Thus, you may have Giles' Ring, which allows its owner to breathe water for an hour each day, rather than "a ring of *water breathing*." As a general rule, if the maker of an item is known, the item is named for the maker; if the item is found or acquired in some way, it is called by the name of its most famous wielder (which could be the PC who carries it).

The use of magic items does not cost Honor in and of itself, though it does not void dishonorable acts — attacking an honorable foe while invisible is just as dishonorable as sneaking up on him by any other means. Disdaining the use of items you have in order to make a fight more even is an honorable act; see above.

GIFTS, NOT LOOT

While this isn't a hard and fast rule, the Arthurian feel can be enhanced by making magic items come to the party mostly as gifts or rewards, rather than being cut from the corpses of

fallen foes. That is, let us suppose that the GM decides a *ring of protection +2* is a fitting treasure for an upcoming encounter with Brogach the Hill Giant. The daughter of the king whose lands Brogach threatens may give one of the party the ring she inherited from her grandfather—a bold adventurer—prior to the battle, or she may reward the brave giant slayers with the ring after the battle. They are, however, unlikely to remove the ring from Brogach and just pocket it. The overall result is the same, in that an encounter leads to a material reward; it's just that the flavor is different, and makes the characters more akin to heroes and less like grave robbers.

TYPES OF ITEMS

Armor: Magic armor is nearly as common as magic weapons. Good enchantments for magical armor include glamered, fortification, and arrow deflection. Armor that can only be worn by a single knight, or by members of a given family, knightly order, or nation, is also common. (See the Craft Bonded Item feat for more details.)

Artifacts: These are “common” in the sense that they fit the genre, though, of course, as items of great power, they are rare! Nearly all artifacts are religious in nature, and most often they are objects used by a god or body parts of a saint or great religious leader. It may well be that the Fervent Devotion or Pure feats are needed to use, or even touch, such artifacts.

Potions: These are perhaps the most common items, though they often come in the form of poultices, plasters, or other forms of early medicine rather than in stoppered bottles. Often, they are powders that must be mixed with drink before becoming useful. Potions are rarely stored or carried, but are brewed on an as-needed basis; see the Quick Brewing feat for more on this.

Rings: Rings are also comparatively common, though, as with most magic in Excalibur, they tend to be those that only affect the wearer. A *ring of shooting stars* does not fit the genre well; rings of *invisibility*, or *protection*, or *jumping*, do.

Wands and scrolls: “Spell completion” items are rarely found. Magic tends to be either an innate gift, or the result of careful study, or both, and casters rarely store up pre-cast spells to be used later. Scrolls that do not mimic spell effects may be found, though they, too, are rare. (For this reason, GMs may wish to give wizards Brew Potion rather than Scribe Scroll as their starting feat.)

Weapons: Magic weapons, especially swords, are an intrinsic part of the genre. Again, the abilities are likely to be subtle, which is *not* the same thing as “weak.” A *vorpal blade* does not shoot lightning or leap into the air to fight by itself, but few would call it a minor or trivial item! *Bane* weapons are also very much in genre.

Wondrous Items: These, too, are fairly common, especially those items lacking a direct offensive combat use. *Figurines of wondrous power*, a *robe of blending*, or a *stone horse* are typical of the sort of wondrous items that can be found. Many wondrous items are more wondrous than useful (at least to adventurers)—a tapestry that shows an ever-changing tournament scene or a gown which never becomes muddy or stained are examples of this sort of item.

RACES IN EXCALIBUR

The most common way to deal with non-human races in d20 games is to give each race a unique and distinct culture that reflects its nature, and to put the races on a fairly even footing with humans, sharing or fighting over human lands and cities as relative equals.

This isn't recommended for Excalibur.

Rather, for Excalibur, non-human races can greatly benefit from being given one of two different roles: nearly human, or alien and inscrutable.

The phrase “Nearly Human” means, in effect, that the non-human cultures fit well with the human cultures around them, and that one can imagine an elf or a dwarf from one of those cultures as walking into an Arthurian tale without seeming jarringly out of place. This is the approach taken with the default Excalibur campaign races in Chapter One. The highly developed and idiosyncratic cultures that are now considered par for the course for non-humans don't work as well; an Elf Knight should recognize the concepts of honor and chivalry, and the Elven King should rule in a manner humans respect as “kingly.” There are, or should be, differences, of course, but these should be differences of detail. For example, “Elf knights never wears a helm which conceals their face, and they think any knight who enters combat so concealed is dishonorable” is good. “An elf knight never rides a horse,” while a perfectly valid “culture bit” in a non-Excalibur campaign, is probably not good—it makes many of the traditional things knights *do* difficult, and probably forces someone to act

“dishonorably.” (A single individual knight, of any race, who has sworn a vow “Not to mount a horse until I have slain the Ogre of Easthampton” is fine, however, but as a cultural more, it is probably not a good idea.)

Another thing to do is to simply dump a non-human race into a human cultural role lock, stock, and barrel, with only a few changes made. If the image of a noble half-orc knight, determined to live an honorable role despite his accursed appearance is appealing, then, it means you need orcs. There were many “savage” peoples at the time of the Arthurian legends, especially given that historical accuracy was not a high priority among chroniclers. A little research shows that you can turn Picts (especially as perceived by Roman chroniclers) into orcs with little difficulty, and the image of naked, blue-painted orcs charging down on helpless villages is powerful, dramatic, and fitting — which is, of course, why the Excalibur campaign uses it.

For example, in many Arthurian legends, dwarves are referred to, and it is clear from the context (a reference to a “King of the Dwarves,” for example) that the writers were not discussing short humans, but a true other race. However, this other race was very akin to humanity.

The other side of the coin is to make some of the races alien, true creatures of “otherness.” Elves are a good example of this, but so are any of the core non-human races. Halflings, perhaps the most “human” of the core races, can easily become terrifyingly alien. They are strange wanderers, half-glimpsed in moonlight. Legends follow them — they sour the milk of cows, they cause babes to be born with two heads, they make roosters lay eggs and what-have-you.

Races that are alien or otherworldly should not be used as PC races. They should remain things of mystery, useful as NPCs. If dwarves are strange little men whom miners glimpse in the shadows just before a cave-in or who demand tribute of gold and gemstones before they permit a mine to be dug, then, having one sharing your pavilion or questing by your side slowly but surely removes the mystery. At the very least, the player of the dwarf must know something about his own people’s ways and culture, and that can make it difficult to spin new mysteries later on. One major advantage to mysterious or little known races is that, if all that is known is a few whispered hints, a GM can create more intrigues involving them at will. The more that is known about them, the more the sense of

wonder it lost. (Two good examples of this occurring in modern media are the Borg on “Star Trek” and the Shadows on “Babylon 5”.)

SPECIFIC RACES

This section details the standard races of d20 fantasy, and discusses ways they can be incorporated in an Arthurian campaign as either near-humans or fearful outsiders. The “Races” section includes specific game rules and races; this section provides ideas and guidelines for quick adaptation of the core races thematically and inspiration for how to think about adding non-core races.

ELVES

As *near human*, elves maintain woodland kingdoms that are nonetheless recognizable and comprehensible to man. There is a touch of magic in all they do, but only a touch — they bleed as red as any mortal man when wounded, and while their heraldry tends to leaf patterns rather than colored geometry, their knights are easily identified. There is an Elf King to whom all the Elf-Princes swear fealty, and a grand tourney is held in a huge clearing in the deepest woods each year, to which the very bravest of human knights, and the Knights of the High King’s Table, are always invited. During these fairs, much elven mead is consumed, leading many otherwise great knights to miss the tourney due to being face down, and many fair elven maids and squires use their charms to ensnare a human, leading to half-elven bastards who invariably have intriguing destinies. The winner of the tourney, each year, is invited to join the Table of the High King, and thus, several of those seated at the table wear armor of metal leaves and bear swords of unearthly fineness.

As *the other*, elves are akin to the description above, but turned up to 11. The elves live in kingdoms of light and music, and a human cannot easily touch, or even see, their houses. Elvish mead does not merely put a hearty knight down for a few hours; it enchants and bewitches him, filling his head with strange visions and, like as not, drives him mad. The grand tourney of the elves does not include humans or any other race by default, but a human knight, alone except for his entourage and paramour, may dare to challenge for his right to entry. There are no elves at the High King’s table and if an elven knight is seen riding from the deep woods into human lands it is an ill omen.

Game Rules: Otherworldly elves gain the ability to cast *prestidigitation* 1 time/ day, at will. They are deeply imbued with magic, and use it casually for trivial tasks.

DWARVES

As *near human*, dwarves should not dwell wholly underground. Perhaps they used to, but now live on the surface, or perhaps they are “merely” skilled miners, so skilled that humans who don’t know better think they live underground. Dwarves of this type live on the surface world, and often take the place of an appropriate human culture — the Scots make an excellent model for a near-human dwarven culture. Fierce warrior dwarves in kilts, brandishing axes and swords seemingly too large for them, but with consummate skill, charging down a hill screaming war-cries, is a sight not soon forgotten by those who survive. Outside of war, these dwarves are boisterous, loud, boastful and prone to seeing a challenge to their honor in any minor slight. Their knights ride well-bred war ponies, and some have managed to master the art of horseback riding, provided they have a “tall fellow” to help them into the saddle. A dwarf at the table of the High King is not at all out of place, though he is a bit weak on the courtly manners and a bit quick to get drunk at festivals. While it is rare, some dwarves are smitten with humans and go to extreme lengths to win them, performing deeds of honor and valor such as few can imagine. A careless promise to an ardent dwarven suitor (“I shall not love thee, unless thou can’st bring me the heads of a dozen dragons!”), can send such a one off for years, only to return covered in blood and glory, and lugging dragon heads, and expecting his chosen to keep her word.

As *others*, dwarves dwell deep, deep, underground, and rarely, if ever, see the surface — it may be that sunlight turns them to stone, or perhaps they just can’t stand the stuff. Either way, these are not boisterous, fun-loving rowdy dwarves, but dark, gloomy, and scheming dwarves. Even if not actually *evil*, they are suspicious, hostile and insular, viewing humans as invaders or interlopers. The deeper the humans mine, the better the odds that the dwarves take action. Few humans ever see a dwarf, except as a shadow in the darkness or as a deep mutter from far down a mineshaft. There are no dwarven knights as men would understand them and if these dwarves have any code of honor or chivalry, it is one humans do not and cannot ken. They do, however, have one redeeming feature

— they are master smiths, better than any others in the entire world, and they forge weapons and armor of unearthly power and beauty. The sword of the High King, it is said, is of dwarven-make, and a handful of the bravest knights may seek out the dwarflands, venturing far below the earth, to abase themselves before the dwarfking’s throne and beg from him a weapon. There is always, of course, a price. The price might be something as simple as a double handful of emeralds or it might be a drop of blood from a virgin queen or the promise of the firstborn girl-child of the knight making the request. Sometimes, the dwarves present a weapon or other item as a gift in exchange for the promise of a service; such a service is never easy, and usually involves the slaying of something extremely powerful.

HALFLINGS

As *near humans*, halflings revert to the more traditional fat, stay-at-home, gentleman farmers. Halfling villages spring up all across the rolling hills, and they live at peace, usually, with their human neighbors. Halflings do not wish to rule or conquer, but neither are they servile; left to themselves, they govern their own lands and pay just taxes to the rightful king. Those few halflings with an adventurous bent most likely find themselves serving as assistants or helpers to knights, rather than as knights themselves, though there are always exceptions — a determined, brave halfling on a war pony covered in fine barding is a rare sight, but not an entirely unknown one, and if a chair at the High King’s table must be raised a foot or two to enable its occupant to see the others, well, so be it! Halflings in this mode are perhaps the least alien of all races, and it is quite possible that the “dwarves” of Arthurian legend are, in fact, halflings — indeed, it’s hard to imagine a true dwarf being quite so servile or easy to intimidate.

As *others*, the halfling as mysterious wanderer comes into play. They are shadows on a moonless night, little men who slip through the peaceful farming towns and bustling cities with equal ease. Few see them face on in sunlight; they are nearly ghosts. Often, they are confused with fey, but they are mortal still, though cunning, sly and tricky almost beyond human understanding. If one is pursued into the woods, there are a dozen waiting in ambush, and if they seek out humans, it is only on their terms. A halfling knight of this sort is almost unguessable; he would be a champion of his own people,



surely, but his motives and goals would be very strange to humans.

GNOMES

Gnomes as *near-humans* are somewhere between the roles of halflings and dwarves; they are less isolationist than either. They are more likely to dwell in and amongst the few large human cities, and to adopt human dress and customs. While halfling farmers live in their own lands and do nothing more than pay homage (and taxes) to the local lords, the gnomes have all but abandoned their own communities to become part of the human world. There, they work as crafters, artisans, and merchants. Their skill and cunning with all sorts of handiwork secures them a place; while not quite as good at weapon and armor smithing as the dwarves, they have a broader range of skills, and produce fine cloth, exquisite jewelry, and other luxury items, in addition to mundane things like long-lasting candles and well-made saddles.

Gnomish knights are rare, but not unknown, and often have the best-made armor and weapons money can buy — and gnomes have a lot of money. They adventure for much the same reasons humans do — honor and glory. Gnomes are likely to petition to join

human chivalric orders, but a small number of gnomish orders exist, often associated with a craftsman's or trader's guild.

As *others*, gnomes are not at all part of human society. They are, in fact, more insular than the dwarves, and do not make candles and saddles — they make strange and terrible things, in their twisting tunnels deep in the hills. Gnome-hills can be identified by the odd protrusions and towers that rise from them, staining the air with acrid smoke; wise folk give these hills a wide berth. A small number of the brave or foolish, or those quested to do so, dare to venture into the low-ceilinged mazes, and there, they gape at devices utterly beyond their comprehension: monsters of metal that eat coal and belch steam, which produce an infinite cacophony of hideous sounds, grinding and screeching. These gnomes know many secrets, many things long buried in the Earth, and they work with seemingly fiendish cunning and inhuman endurance towards goals no man can guess.

They are not evil, though, at least not as far as anyone can tell. From time to time an emissary comes, honoring the High King's authority, and he brings with him a wonder — a bird of brass and diamond which flies and sings, or a



machine that tells the time with accuracy a water-clock could never match. Sometimes, they even ask a boon — a monster to be slain, for example — and a human or elf knight rides, for a time, beside a strange little man who knows things most did not even know existed to be known! Such wondrous encounters live on in the tales of bards for years.

OTHER RACES

The above should serve as guidelines for how to set the ‘flavor’ of races, to make them fit well into an Arthurian saga as player races or to cast them as strange outsiders for NPC encounters. Bearing these descriptions in mind, many other races can be added to the mix. A final recommendation, though, is to add races sparingly. The blessed isle of Avalon is, perhaps, larger in myth than in reality, but it is still not large enough to accommodate hundreds, or even dozens, or intelligent races. If minotaur knights sound like a great idea, then add them, but be even more careful about tossing in centaurs, harpies, treants and gnolls as well. Otherwise, the special flavor of an Excalibur game is lost. (That said, if your vision of the round table is one where no two knights are of the same race, a Camelot closer to a fantasy version of the Mos Eisley cantina than to anything Mallory ever described, it is your game, after all. Do with it what you will!)

MONSTERS

The Arthurian world is a rough place, and filled with dangers. Unscrupulous merchants, vicious thieves, and cruel knights can be found on the road or in cities and towns, and many’s the traveler who is robbed, tricked, beaten or worse by these unpleasant individuals. Storms and animals and other natural dangers can beset the unwary, and the unprepared often find themselves soaked and freezing and suffering scratches and bites from their foolish foray into the woods. But not every danger is as natural, or as manmade. For the Arthurian world is filled with monsters.

This does not mean, however, that everyone who wanders into the forest encounters a hideous beast or a supernatural creature. Far from it. Most people in the Arthurian world know that monsters exist, and many claim to have encountered them. But few can actually describe these beasts clearly, and even fewer have any evidence of the fiend that tried to kill them.

In fact, listening to commoners talk, most monsters sound like exaggerated versions of actual animals. A large, slaving monster with enormous jaws and a tail like a spiked club and two great eyes that glow in the dark could easily be a wolfhound or some other large dog, particularly a rabid one. A horrible creature that charges through the woods, trampling trees or slashing them down with its sword-like tusks, ignoring arrows and spears as they bounce from its jagged, armored hide and that kills those nearby with its shrill war cry alone, could easily be a maddened boar. Or an enormous monster that swoops down from above on silent wings, striking with envenomed claws and tearing into its prey with massive poisonous beak might be nothing more than a horned owl. In the dark and in the woods, out of sight of home and hearth, it is easy to get frightened and to mistake a normal creature for a terrifying monster.

This does not mean that monsters do not exist. They most certainly do, and many knights can prove it, holding up the head of a wyrm or the arm of a giant. But those who are not knights or wizards or at least hardy adventurers tend to run from beasts rather than stand and fight, and though this is the sensible response it does mean that they cannot prove to their friends that what they saw was anything more than a shadow cast by a farmyard cat. Even when they know they’re right — no cat walks upright or carries a sword! — few dare to go back for a second look.

Basically, the further people travel from towns and keeps and other civilized areas, the more likely they are to encounter real monsters. Even most semi-intelligent monsters know to steer clear of any place that might have knights and soldiers, and so these creatures are more often found deep in the woods or in old abandoned buildings or high in the mountains. Anywhere they can live and prey upon the occasional wanderer without fear of an armed patrol finding them. Closer to cities and castles, the only monsters still around are those too harmless to require killing, or too clever to be caught. The truly intelligent monsters may live right near such populated areas and use the very question of their existence to their advantage. For example, nymphs, satyrs and dryads are often mistaken for fae or humans who simply live wild in the woods, while a wyrm can be explained away as nothing more than a large snake and giants as just really large men. By keeping the locals confused, these creatures can live nearby safely — as long as half or more of the towns-

people think them a myth or a story, the town is unlikely to organize an armed party to hunt them down. Unfortunately for the monsters, knights and adventurers often see through these ploys, and recognize them as true monsters and sources of danger to every decent person in the area.

Although it may seem like a deliberate criticism of the more ubiquitous presence of monsters in the average d20 fantasy setting, the relative rarity and seclusion of monsters in an Arthurian setting is actually a staple of the sub-genre. If half-dragon sorcerers frequently wander in and out of a court, it becomes much less special for a knight to actually claim to have seen a dragon and lived (much less slain one!). This is an important consideration, when you consider that a dragon-slaying knight is by definition among the *crème de la crème*. You can certainly make an Arthurian game work with a higher monster-to-peasant ratio than what we describe; the default is simply presumed to be turned down a notch, to make those knights who deal with monsters all the more celebrated.

MONSTERS AS SYMBOLISM

Symbolism is very important in the Arthurian world. The shape of a puddle and the mark left by an overturned plow can indicate events to come, or suggest important elements already in the person's life. A disease might also be a warning of something or a reminder. The fact that a particular crop does well while another withers might indicate that one aspect of the farmer's life will soon prosper or that he needs to cultivate a particular attitude or interest more actively if he wants it to survive. Monsters are seen in much the same way. The fact that a dryad appears might simply mean that the hunter ventured too close to her grove, but it might also indicate that he should be more observant of nature, and more respectful to the trees. The presence of a wyrm could mean that the townsfolk do not pay enough attention the world around them, particularly those things they normally consider beneath their feet and their notice.

Of course, not every monster actually has a symbolic meaning — the wyrm might simply be hungry, and it heard the hunters nearby. But giving the monsters symbolic value can add subtle depth to every encounter. Even if the characters do not figure out what is going on, the players might notice that every monster they've encountered lately has related somehow to the negative emotions and they might start thinking

about how their characters have been more grim and cruel of late.

Color is an easy way to provide symbolism, and much of the meaning imparted by medieval Europeans is familiar today. Black means death, of course, or night, or evil. White means innocence and purity and life. Green is nature and healing, but it can also be envy or jealousy if it is sickly and more yellowish. Blue is calm or sorrow or water. Red is passion and anger and fire, but it also represents love. These are only examples, and you can of course create your own color scheme, though if you do you should make sure the characters see those colors and have the chance to learn what each one represents.

A monster's activities can also be symbolic. The classic dragon hoards wealth, and so is a symbol of avarice. Goblins who eat their fallen foes may symbolize gluttony, while the nymphs and satyrs who dance all day and lure men to party until they die represent laziness and excessive pleasure. Feel free to create more complex symbolism as well. Perhaps the giant who sits in the ravaged hall is an emblem of past glories because he wears the torn tabard of a long-forgotten kingdom and reminisces about past battles rather than seeking new adventures. Or the griffon might represent the need to be free, to rise above restrictions and expectations and simply do what you love to do without any care for what others might think. The only important thing is that you are consistent — if one griffon represents freedom, the next griffon should not symbolize nature's hatred of man unless the two beasts look and act distinctly different.

Symbolism can also give you another means for building an adventure or a series of adventures. Perhaps a particular land has been ravaged by its own people who strip away all of its bounty and give nothing in return. As a result, the land is experiencing a drought and monsters are wreaking havoc across the countryside. Each monster might symbolize greed or neglect or abuse or sloth — all the qualities the people have displayed, and the reason everything is so dire for them now. Or perhaps the characters seek to gain honor and glory, but what they really need is confidence and experience — each monster they encounter might represent doubt, self-pity, rage and all the other thoughts and emotions the characters must defeat before they can become true heroes.

The one problem with symbolism is that you can use it too much. If every monster the characters see obviously symbolizes fire and passion,

the players will start feeling like you're preaching at them. Let the symbolism be subtler, and more varied. Have one creature that could suggest fire, but another that seems more appropriate to water, or to silence, or to freedom. Make the players think about what each monster represents, but don't make the symbolism too important, either. If the players don't figure out what each monster symbolizes, that shouldn't mean they cannot complete their current quest. The symbolism should be an overlay, adding extra depth and complexity and providing extra insight, rather than being the heart of the adventure or the only way to solve the problem.

IMPORTANT MONSTERS

Below are short discussions of those monsters best suited to an Arthurian campaign. Some are a specific creature (such as the orc), while others are a type (like the giant) and a few are more general (like the femme fatale). Each discusses how to use that particular monster or type of monster in Arthurian games.

GIANTS

Far and away the most common monster in Arthurian legend is the giant. These large, powerful creatures appear all over the countryside, harrying peasants, robbing travelers and slaughtering knights. Giants are dangerous partly due to their size and strength, but also because of their intelligence. Most giants are not stupid. Some may wander about in poorly tanned furs, carrying only an uprooted tree for a club, but most wear clothes or even armor and carry swords or axes. Many live in castles, whether places they built themselves or human keeps they have claimed as their own. Giants generally dislike humans, seeing them as weak and small and far too numerous, and they feel the same way about elves — the two races are like ants or at least rats the giants, vermin to be stamped out whenever possible. Dwarves are slightly more acceptable, because of their skill with stone and because they tend to live out of sight in caves and mountains, but even that race can be irritating. Giants live by the rule that the strongest wins, and they can be defeated by it as well — most of these creatures cannot refuse a contest of strength or of



combat. Some might renege on any deal they make for such a contest (such as the winner being free to leave unharmed), but many actually honor their agreement, since cheating would be a sign of weakness.

In terms of symbolism, giants represent the brutality and violence that lurks within the heart of men, and also the notion that sheer physical power conquers all. They can also represent a particular sin, such as gluttony, that has been allowed to go unchecked. Most giants are male and they can father children with human women — Arthurian giants often carry off damsels, who must be rescued later by their knight-champions.

DRAGONS AND WYRMS

The classic flying, fire-breathing, intelligent dragon does exist in the Arthurian world, but such creatures are extremely rare. They tend to hide in deep underground lairs or on mountaintops, far beyond the reach of any knight, and only emerge when they are hungry or have been angered (as by someone sneaking into their lair and stealing part of their treasure). Dragons are immensely powerful, and few adventurers can face them and survive. Even most knights cannot vanquish such mighty creatures, and wizards are too wise to take on such a canny foe, especially since some dragons are spellcasters themselves.

Wyrm, however, are a different matter. These creatures are kin to the dragons, but less intelligent and less powerful. Most wyrms lack anything beyond bestial intelligence, and they cannot fly or cast spells. In short, these wyrms — known as the lesser wyrm — are much like wyverns, hydras or other “lesser dragons.” They are still extremely dangerous, but knights can and do defeat them, and sometimes organize a hunt to deal with wyrms sighted in the area.

The greater wyrm is somewhere between the dragon and the lesser wyrm. It is larger and more intelligent than other wyrms, and can fly. Fortunately, greater wyrms are far more rare than their land-bound cousins. The lesser wyrm can be found crawling over the countryside, and is not bright enough to avoid towns and other inhabited areas, but the greater wyrm prefers more isolated locations for its lair. They select places within reach of a ready food source, such as a herd of cattle or a small



village, but far enough away that most people cannot approach them and defensible enough that they can protect themselves against those few brave enough to actually continue their pursuit. Few commoners have seen a greater wyrm and survived to tell of it — and none at close range. Even among knights it is rare for one to have encountered this fearsome creature.

Dragons themselves are symbols of passion and strife, but also of leadership. Uther Pendragon, and his son Arthur Pendragon, both took their surname from the symbol of these majestic creatures flying overhead and inspiring others, whether to fear or to bravery. A particular dragon can even be associated with a specific ruler, particularly if the two have some common trait like coloration or favorite food or hunting technique. While hunting, dragons can represent rage and lust and when at home squatting on their hoards they suggest avarice. Lesser wyrms are creatures of earth rather than air, and thus symbolize less lofty emotions — they generally represent unquenched appetite, or mindless desire. Greater wyrms can suggest cunning, and deviousness used in pursuit of gain.

GOBLINS

Goblins of all sorts fit perfectly into all but the most historical Arthurian campaigns; they are the dark side of the fae races, a perpetual challenge to goodly knights and a threat to innocent peasants. In an Excalibur campaign, goblins, hobgoblins and bugbears are not separate races, but are all considered goblins — different “sub-breeds” of the goblin race, just as mastiffs and terriers are different breeds of dog. A goblin and a bugbear may produce offspring, which might take after either parent or fall somewhere in the middle. Goblins are also interfertile with humans and elves; the hybrid of a goblin/human or goblin/elf pairing is an anhardd, what the folk of an Excalibur game call a “hobgoblin.” Goblin culture is a mockery of chivalric culture, with filthy peasants feasting on garbage and offal thrown to them by the knights and “noblemen” in stained armor. They domesticate monstrous vermin rather than natural animals, and their knights are often seen riding monstrous spiders and going “falconing” with hawk-sized wasps perched on their wrists. The less said of their hunts and subsequent feasts, the better.

ORCS

Though not mentioned in classic Arthurian tales, orcs fit perfectly in the setting. In some

settings, they may fulfill the “wild man of the woods” archetype — brutish humanoids smart enough to be cunning but still bestial enough to lack any distinct culture. But what they lack in sophistication orcs make up for in physical strength, being stronger than a human their size would be, and also in tenacity. Orc war bands swarm over a village and hack down everyone who stands against them, then loot the place — they take whatever appeals to them, including women, and carry their prizes back to their own camps, setting fire to the huts and homes as they depart. These creatures are often described as feral humans, people gone mad from too much time in the woods and reverted to the level of animals; in some campaigns, this might even be true. They can use armor and weapons, though, and most fighting orcs wear leather or chain (or hide armor, which no human would ever touch) and carry axes or clubs or even swords. Orcs do not bother with plate armor, fortunately — they consider it too heavy and constricting, and it takes too long to put on, plus most suits are not made for someone of their broad build. They rarely use swords — axes are easier to find, easier to use, and do as much damage, especially with an orc’s strength behind it.

In an Excalibur game, orcs stand in the traditional role of “the outsiders who reject civilized life”; they are integrated with the Picti barbarians, and may also have small warrens in deep woods as described above. They are enough like humans that half-orcs can understand their orcish forebears to some degree, although they are traditional enemies of the Realm and of chivalry.

These creatures symbolize brute strength, animal cunning, and base desires. They can also be seen as mirrors of humanity’s darker side, where desire and anger are unleashed without the mind to control them.

FÆ

As noted before, “fae” — as opposed to “fey” — are those races similar in shape to humans, but more attuned to nature and to magic. The elves are the race of fae most like humanity in appearance and attitude, and also the most cultured — because of this, they get along best with humans, and often intermingle. The other fae are more elusive, and wilder. Those with more magic in their blood are less like mortals, though they may take humanlike shape — these are the fey among the fae.



The fae come in a wide variety, but the most common are those associated with one aspect of nature. A dryad looks like a lovely elven woman, but in fact she is as much tree as animal, and each dryad is bonded (married, actually, in virtually every sense of the word) to a particular tree. A dryad typically claims the area around her tree as her personal grove, and protects it from harm by beast or man. Naiads are creatures of water, lovely women who swim among the waves as if they were part fish — which in fact they are. Mermaids and naiads are closely related, the main difference being that mermaids have fish tails below the waist, while naiads are humanoid from head to toe. Nymphs are creatures of air, and often run across valleys and fields — since they also look like lovely young women, farmers and hunters often chase after them. Satyrs are the male equivalent, though these creatures are only human from the waist up — above that point they are handsome if devilish-looking men, but below they have a goat's legs and hooves, and even the short tail. These fae are all of a size with humans, or close to it, and from the shadows can easily be mistaken for humans or elves. They can talk, and often speak to strangers, the dryads to warn them away and the others to entice them closer. Naiads and nymphs and satyrs live for play and spend their time dancing and singing and running (or swimming) about. They lure anyone nearby to join them and those who succumb speak later of wild parties and revelries. These fae represent unbridled passion and energy, joy in the world, but also revelry and excessive pleasure, shading often toward debauchery, gluttony and lust. Dryads, however, symbolize nature and the wilderness, and harmony between humanity and the world.

Fae also come in smaller sizes, such as pixies, sprites, brownies, and many others. All of these small creatures symbolize mischief and playfulness and play pranks on anyone they meet. The jokes are usually not malicious, but they can be dangerous, because these fae do not understand restraint or caution, just as the larger fae do not understand moderation. Smaller fae are more of a nuisance than a danger, and larger fae are more of a distraction than anything else, but both can fight if forced, and prove surprisingly dangerous for all their appearance of childlike innocence.

ELEMENTALS

In the Arthurian world, elementals are essentially nature spirits. They are the embodiment of one aspect — air or earth, fire or water, steam

or cold, etc. — and are often created to protect that aspect from depletion, or to restore it when an imbalance occurs. For example, if a heat wave covers the land for months, a cold elemental might appear to provide relief. On the other hand, if the land has actually had too many cool, rainy winds over the last decade, a fire elemental might appear and cause a drought as a way to reset the balance. Elementals are creatures of immediacy. They do not think or plan, but simply act and react, and as natural forces they have no concept of pain or loss, or even of emotion. These beings simply respond to the world around them, and do whatever pops into their heads. They symbolize purity and spontaneity and reflex, as well as their respective elements.

UNDEAD

Mindless undead — skeletons and zombies — do not appear in Arthurian legend, but can be grafted in if the GM is willing. The symbolism of the danse macabre entails skeletons (who are obviously dead) acting as they did in life, sardonically mocking their living brethren, and this symbolism is certainly appropriate. They should likely appear sparingly to keep their horrific presence powerful, and when they do appear, it is more likely that they follow the symbolism of the danse macabre than act as mindless foes. In a secluded, bleak valley skeletal peasants may plow barren fields with skeletal oxen, taking no notice of the knights that ride through the valley to oppose the twisted wizard who denied their poor bones rest. Zombies are appropriate in more Celtic-flavored games (where they are usually created by magical cauldrons).

Keep in mind that necromancy is considered particularly evil in the Arthurian world, because it disturbs the dead from their sleep and draws them back from the afterlife. Thus, if zombies and skeletons do appear, they are abominations, but the true horror is the spellcaster who animated them for his own foul purposes.

Ghosts, wraiths, spectres and wights should also be used sparingly, but each has its place. Ghosts, for example, are very much in keeping with the Arthurian world. These remnants of people are usually bound to a single location and something they did or failed to do is what curses them to remain. Ghosts are tragic figures, and stories about them elicit sympathy from the listener. Of course, most people would still be paralyzed with fear if they actually encountered a ghost themselves, but the creatures are seen as

more pitiable than dangerous. Knights even consider it a signal honor to help set a ghost free by righting an ancient wrong or conveying a final message or whatever the ghost has to accomplish, provided the task is honorable. Wraiths, spectres and wights are more malicious, and have lost their human feelings; only hate remains, binding them to the mortal realm. These entities are most effective when they were people of importance, and retain some of their skill; a handful of wights in a cemetery are far less memorable than the lone Knight of the Western Barrows. Ghosts evoke a sense of regret and tragedy; the others tend to represent vengeance, the malicious and unfeeling aspects of death, and the power of hate.

The other undead creature that can fit nicely into an Arthurian campaign is the vampire. Although they do not match the source myths, they visually and symbolically fit right in. These creatures are undead, but they are far from mindless. In fact, vampires are every bit as intelligent and cultured and have just as much personality as most nobles, and more than some. Most vampires dress well and have money, and they know the social graces — many are also accomplished warriors, even without the edge provided by their special abilities. As long as they conceal their need for blood and the fact that they are not truly alive, a vampire can easily pass for a noble who simply prefers the nighttime, and has pale skin as a result. Vampire knights make powerful allies — or opponents — and their ability to see at night makes them even more dangerous against human foes. Vampire wizards can spend centuries mastering a single spell and months casting one enchantment, and have often gathered their knowledge for more years than a mortal wizard might live. And the seductive aspect of the vampire ties in well with the Arthurian focus on romance and intrigue and the allure of darker desires. Vampires symbolize stasis, the inability to grow and change, but they also represent something that leeches off others to survive, and of course desire.

FIENDS

It is not uncommon for someone to be called a demon in the Arthurian setting, and this is certainly a grave insult, but in a way it is also a compliment. Demons are powerful creatures with strange powers, and they are both feared and respected.

The demons and devils that appear in Arthurian legend are not the ravening, unthink-

ing destroyers and conquerors of sword and sorcery tales. Rather, fiends fill the role of the subtle tempter, offering great power in return for something that their supplicant will never miss... in life, that is. Most demons take human or elven form when called to the mortal world, and extremely attractive forms at that. Though physically powerful and usually possessing some magic, they prefer to use their wiles and their beauty to sway people. The most common demons, incubi and succubi, use their sensuality to lure people into their grasp — their touch is sweet but it drains their lover of energy, and those who spend an entire night with these creatures often awaken the next morning with pleasant memories but a body several years older. Incubi are male, whereas succubi are female, and both appear completely human but can pass through walls as if they did not exist, in order to appear in someone's bedchamber without warning. These creatures delight in ruining others' plans, and also in winning love and then stealing away to leave their lover heartbroken. They feed upon grief and remorse and loss.

Demons represent sins, especially sins of lust and seduction. Incubi and succubi can more specifically symbolize the love that clings too tightly and strangles the object of its affection. They are creatures of temptation, and represent the corruption and eventual damnation that awaits the honorless and base.

MAGICAL AND HERALDIC BEASTS

The more animalistic monsters, those that could be mistaken at a distance for normal animals, fit well in the Arthurian world, and in particular its theme that things are often not what they appear. Pegasi, unicorns, griffons, hippogriffs, and sphinxes are just a few examples of the creatures in this category. Each resembles either a single animal or a combination of several animals, and though up close each creature is clearly magical, someone seeing them from far away could easily confuse them with a more mundane animal. Sometimes a magical beast is taken for an oversized or unique version of a normal animal even when it is seen close up, and certain famous animals might in fact be magical beasts that no one recognized as such. One example is Arthur's hound, Cafal (or Cabal), whose name meant "horse" — this enormous dog often accompanied the High King into battle, and was so large and powerful his paws left impressions in the very stone of the hill later named Carn Cabal in his honor. This hound



may have been a magical beast that everyone simply assumed was just a massive dog. Magical beasts are often the subject of knightly quests, or of hunts, and so they are rarely found near cities or castles — all those which have not been killed have fled to less inhabited areas.

Some creatures, like the sphinx and the hydra, fit more completely into the myths of other regions than they do into straight Arthurian fantasy. They have been included, however, because they have the same feel as the more familiar Arthurian beasts, partly due the fact that these particular creatures match the centaur and the satyr as creatures of myth. They also share another common trait, which is that all of these creatures can be seen as heraldic devices. In Arthurian times, heraldry was very important, and knights often created their devices around a mythic beast like the centaur or the satyr or the griffon. Creatures like the sphinx and the hydra would also make excellent heraldic devices, because they are imposing creatures and clearly not natural. Players and GMs should feel free to use them that way, since that makes those creatures feel even more like part of the setting. Plus, it's all the more impressive to have a sphinx on your coat of arms if you earned your

knighthood by out-riddling the Sphinx of the Ruby Cave.

Magical beasts represent the wonder of nature, and its diversity, but they can also symbolize nature gone wild and out of control. Heraldic beasts can frequently be used to symbolize the virtues they represent in heraldry — for instance, a unicorn stands for purity, a chimera for aggression, and a sphinx for secrecy.

FEMME FATALES AND DEMON LOVERS

This category describes mortals as much as monsters, though in particular we are referring to the less natural variety. Arthurian tales are filled with stories of women who enchant knights and other travelers, luring them with promises of comfort and pleasure and then either killing them or transforming them into slaves. While these women may simply be clever ladies who use their beauty and wits to befuddle men, or spellcasters who supplement physical charms with magical ones, they can also be monsters who attack not with force but with persuasion and guile, and who prey upon the mind as much as the body. The succubus fits this category, but she is specifically a demon, whereas femme fatales are of this world. Hags are a prime example of this type, supernatural creatures who resemble

human women. Arthurian hags use illusions and enchantments to hide their repulsive appearance, and entice hapless men to their doom.

Similarly, European legend of roughly the same period is filled with instances of “demon lovers,” who may be fae or even demonic men who seduce young maidens, only to betray them (often in gruesome fashion). Although the femme fatale is a bit more common, a fantasy setting that is a bit less chauvinistic in design should play to both sexes, and there’s certainly mythical precedent for incubi, dark fae seducers, and the like.

Femme fatales and demon lovers represent deception and disguise, and the power of lust to muddle the mind and the senses. They can also symbolize something that appears lovely or romantic on the surface but is rotten to the core.

AVAILABLE MONSTERS

The following creatures from the MM fit easily enough into an Arthurian setting. Many actually appear in Arthurian tales, and those that do not could; wicked enchanters are frequently responsible for many unnatural things in Arthurian-style fantasy, and the influence of the fae races can account for challenges over and above the usual bevy of ogres, dragons and giants.

Some of the stranger monsters require a bit more explanation, but can be squeezed into an open-minded campaign. For example, the aboleth can be used as a way to rationalize the peculiar legend of the sea bishop, an alleged merfish of apparent intelligence; the aboleth is much different from the original legend, but the legend grants it a potential filter to make it fit the world better.

Aboleth (“Sea bishop”)	Gargoyle	Nymph
Allip (usually not differentiated from ghosts, wraiths or spectres)	Ghost	Ogre mage (physically similar to other ogres, albeit smarter and with better equipment)
Angel, astral deva	Ghost	Ogre
Animated object	Ghoul	Orc
Ankheg (“Armor worm”)	Giants (all)	Owl, giant
Aranea (“Fae spiders”)	Goblin	Owlbear (potentially a heraldic beast)
Archon, all	Golem (flesh, iron, stone)	Pegasus
Assassin vine	Gorgon	Pseudodragon
Athach	Griffon	Roc
Azer	Hag (all)	Satyr
Barghest	Half-fiend	Shadow mastiff
Basilisk	Harpy	Shadow
Blink dog	Hell hound	Shield guardian
Bugbear	Hippogriff	Skeleton
Bulette	Hobgoblin	Spectre
Centaur	Homunculus	Sphinx (all; potentially “heraldic beasts”)
Chimera	Hydra (all)	Sprite (all)
Cockatrice	Kobold	Stirge
Demon (glabrezu, marilith, nalfeshnee, quasit, succubus)	Krenshar (“Skull leopard,” depicted as skull-headed heraldic beast)	Thoqqua (“Fire-worm”; often slain by dwarven knights)
Destrachan (“Trumpeter beast”; resembles a composite heraldic beast, complete with eyes)	Lamia	Tiefling
Devil (barbazu, cornugon, erinyes, hamatula, hellcat, imp)	Lammasu	Titan
Dire animal (boar)	Lich	Treant
Dragon (all, rare)	Lillend (a servant of the fae gods)	Troll
Dragon turtle	Locathah (“Sea people,” “murhuacha”)	Unicorn
Dragonne	Lycanthropes (werebears, wereboars, werewolves)	Vampire
Dryad	Magmin (“Burning men”)	Vampire spawn
Dwarf (all)	Manticore	Wight
Eagle, giant	Medusa	Will-o’-wisp
Eladrin (all, servitors of fae gods)	Mephit (all)	Worg
Elemental (any type)	Merfolk	Wraith
Elf	Minotaur	Wyvern
Ettn	Monstrous spider	Yeth hound (“Hounds of nightmare,” summoned by evil conjurers)
	Naga (dark, spirit; usually considered a variant of greater wyrm)	Zombie
	Nightmare	



Appendix I: Tournaments

Knights spend much of their time off wandering the wilds in search of adventure. They also participate in local wars, particularly if their overlord is involved in the dispute. But in between such activities, these men run the risk of sitting idle, waiting for a challenge to appear or a conflict to begin, and their martial skills may atrophy during those respites. Thus knights often search for ways both to keep busy and to keep their skills sharp. The most popular method for this is the tournament, or tourney.

Initially, tournaments were simply a way to practice for war. Knights and soldiers gathered together from neighboring towns or cities, and attacked each other across an open field. They fought in full armor and with normal weapons, without rules or regulations beyond the agreement that one side had won when the other had either surrendered or had no able men left standing. Fatalities were high in these conflicts, and lords began to realize that they should provide more structure and more safety to these battles if they wished to have any able-bodied warriors left afterward. Rules came into being, and soon became common practice. But the tournament also expanded. Initially only knights participated, but gradually other competitions sprang up — these secondary contests were open to commoners and nobles alike. They had smaller prizes but were almost as exciting because the people could participate themselves instead of watching from the sides. Slowly the tenor of the tournament changed, from a serious mock-battle to a festival, until people began to look forward to the event, with its food and wares and competitions. In the Arthurian setting, tournaments are very much in this mold — most shops are closed for the day, children are released from their chores and everyone wanders the booths, watches the events and has a grand time.

HOSTING A TOURNAMENT

Any lord with lands to his name wants to host a tournament. After all, doing so brings him more renown, as knights everywhere learn his name and compete for his prizes. The common folk are also impressed, because only powerful lords can afford to sponsor such an event. But hosting can also be profitable. People come from all over the land for a tournament, renting booths and selling wares and paying to participate in events. The host gets the money for all of these things, and if enough people attend and buy he can actually turn a profit, even after accounting for his own expenses. Sometimes. For running a tournament is not cheap, nor is it easy.

The first question a lord must ask is “do I have the space?” Tournaments require a decent patch of open, flat land. Separate areas must be roped off for the jousts, the melees, the archery, the booths and then the various other contests. Some space must be set aside for the viewing stands. The area must have paths for access to and from each event space, and these paths must be wide enough to accommodate two horses

abreast at the least. At least one path, near the booths, should be wide enough to fit two wagons side-by-side. Some lords set their tournaments inside their town, but that rarely works well — the streets are already congested with people, and it runs too much risk of someone wandering out of a house or shop and getting hurt. Plus the town rarely has that much open space all in one location, and so parts of the tournament are scattered throughout the town, making it more difficult to find each event. Open countryside is best, where the entire tournament can be set together and the lanes made wide and straight. A field on the outskirts of town also works well; there the tournament has enough room but visitors also have access to the town’s regular shops and inns.

The second question is one of lodgings. Everyone within two days’ ride will come to the tournament, and most of the commoners simply spend the night on the side of the road, in their wagons or beside their horse. Merchants with booths sleep in their booths, under the tables. But nobles and knights require rooms, either in the lord’s own home or in the local inns. Thus the lord must know how many people he can accommodate himself, and then how many more fit into the hotels. A decent tournament attracts over two hundred commoners and twenty knights, and a large tournament can draw as many as a thousand commoners and a hundred knights. Thus the would-be sponsor needs to gauge the available space and decide what size tournament he can handle.

After lodgings and space are arranged, the lord sets his men to the work of marking off tournament areas. He also begins advertising the event — his people pass word to the locals, and from them word passes to any travelers, and they carry it with them when they move on to their next stop. But word of mouth is not enough. The lord must have placards drawn up and sent to the nearby towns, proclaiming the event. He also needs to personally invite every knight he knows, and every noble. Invitations are written by hand, on good paper, and sealed with the lord’s signet ring. This takes time and also money, since at least forty invitations must be sent for even the smallest tournament.

Prizes are another issue. As host, the lord is responsible for putting up prizes. Most events require only a small prize, a few coins or even just a ribbon or plaque. But the knightly events are much grander, and must have prizes befitting their status. Even the most minor knightly event,

the ring, cannot have a prize worth less than 10 gp. Thus the lord needs to decide how many events he will host, and what sort of prizes to set aside for each.

Finally, when the tournament begins, the lord must focus on his hosting duties. An opening banquet is held for all of the participating knights and all of the attending nobles, and another is held at the end of the tournament for all of the knights, all of the nobles, and each of the contest winners. The host pays for both of these feasts, and holds them in his own home or banquet hall. Since a single feast can have as many as four hundred people present, this is a substantial expense, and also requires a great deal of time and planning. Of course, the host should also provide entertainment during these dinners, usually musicians and a few jugglers, acrobats or jesters.

These costs are what keep every lord from holding his own tournament. Some nobles actually work together to host, one providing the space and another the invitations and both splitting the costs and profits evenly. But obviously it is more prestigious to single-handedly sponsor a tourney. Peasants rarely realize how much thought, planning and cost goes into the event, but the knights and nobles and even the merchants notice, and this only increases their respect for the lords who can manage such a feat.

TABLE 7-1: HOSTING EXPENSES

Service	Cost
Creating one placard	2 sp
Writing one invitation	4 sp
Prize ¹ , art competition	3 cp
Prize ¹ , physical competition	3 cp
Prize ¹ , crafts competition	1 sp
Prize ¹ , performance competition	1 sp
Prize ¹ , food competition	3 cp
Prize ¹ , archery or ring	10 gp
Prize ¹ , grand melee	15 gp
Prize ¹ , single combat	20 gp
Prize ¹ , joust	30 gp
Opening banquet	10 gp/person
Closing banquet	15 gp/person

¹Prizes are based upon a decent-sized tournament, with 200 commoners and 20 knights expected to attend. For each additional 200 commoners and 20 knights expected, increase the prizes by half. Thus a tourney with 400 commoners would have art prizes of 4 cp and crafts prizes of 1 sp, 5 cp. Of course, the lord can increase the worth of the prizes even further if he desires, which is likely to add to his prestige as a generous lord.

ATTENDING A TOURNAMENT

Going to the tourney is a holiday for most people. They gather their entire family together,

put on their best clothes, and leave their normal life behind to enter a world of colors, sounds, games and excitement. Vendors offer food and wares local folk have never seen before, while musicians and jesters and other performers wander the streets, advertising their later shows but providing free entertainment in the process. People come from several towns over, so the tournaments are a chance to see old friends and distant relatives, and to exchange news about the surrounding area. And of course the contests are exciting to watch, or even to enter.

The tournament has no admission cost, and people can wander through it freely. Most booths are open for browsing, and the contests are usually held some place where people can stand and watch easily. Of course, if the tourney is crowded not everyone will be able to see those events, which is why people can buy seats in the viewing stands. These wooden structures are nothing more than a series of rough planks, one behind and above the other, and a framework to hold them. People can sit or stand upon them, and can then see over the heads of anyone lower down. The higher the seat, the higher the cost. Nobles have their own viewing stands, which are wooden platforms with regular chairs and canopies overhead to protect from the heat or the rain.

Of course, not everyone goes to the tourneys for fun. Some attend on business. Merchants rent booths in the vendors' area, and set out their wares for inspection and purchase. Anyone can buy a booth to sell their goods, provided the host does not object to them or to their business. For example, a man can buy a booth and sell apples if he wants, unless the lord has expressly forbidden the selling of fruit except by his own factors. A typical vendor's booth costs 4sp/day, and includes a rough table, a chair, a roped-off area behind, and a canopy over the entire space. Wealthier merchants can spend more money to buy a better space, or a larger one, or even to buy more than one space and link them all together.

The other cost of a tournament, of course, is the entrance fee for the competitions themselves. Normally, any competition that has no prize, or at least no cash prize (meaning that the winner gets only a ribbon or a small plaque, nothing he can sell), is free to all entrants. But events with monetary awards cost at least a few coppers to enter. The more prestigious the competition and the more valuable the prize, the higher the entrance fee.

Table 7–2: Tournament Costs has the basic fees one can expect at a decent-sized tournament — larger tournaments have higher prices for everything, just as smaller ones are less expensive. Keep in mind, if your players want to have their characters enter events, that the knightly competitions are for nobles only. Most tournaments require some proof of nobility — a signet ring, a patent of nobility (a parchment showing the noble’s lineage, signed and sealed by a known and respected nobleman), etc. — before allowing a stranger to enter these events. Smaller, less-organized tourneys are easier to fool, and may assume that anyone with a horse and plate armor is in fact a knight — after all, most non-nobles cannot afford such gear.

TABLE 7–2: TOURNAMENT COSTS

Service	Cost
Buying a seat in the viewing stands, bottom rows	2 cp
Buying a seat, middle rows	4 cp
Buying a seat, top rows	6 cp
Buying a seat in the nobles’ viewing stands	1 gp
Renting a booth	4 sp
Renting a corner booth	6 sp
Entering a competition (artistic)	1 sp
Entering a competition (crafts)	1 sp
Entering a competition (food)	3 cp
Entering a competition (activity)	3 cp
Entering the ring or archery	1 gp
Entering the grand melee	1 gp
Entering single combat	2 gp
Entering the joust	4 gp

BOOTHS

Those selling goods at booths can be divided into merchants, amateurs and locals. Merchants make a living selling their goods at tourneys or in their own shop, and they generally have good-quality items but they only bring the items they think will sell — that means most of their wares are standard fare, with perhaps a few unique items to catch people’s eye. Amateurs make all of their wares themselves (as opposed to merchants, who may buy their goods from other people), and have more variety and more unique items, but the quality can vary drastically. Amateurs also have wildly fluctuating prices, whereas merchants are more consistent — a belt pouch costs around one gold no matter what merchant you buy it from, whereas from an amateur it could be one silver or it could run as much as ten gold. Locals are people who live in the area and who are known for a particular product. They set up a booth at the tournament because they know all the other locals will buy from them. An example of this would be homemade mead, or

fresh-baked honey cakes — the cook or brewer is well known to his or her neighbors, and they make sure to buy a jug or a few cakes every year.

Booths can also be categorized by their wares: food, weapons, armor, work tools, clothing, jewelry, arts and crafts, knick-knacks, animals, and knowledge. Food booths sell food and drink, whether that means fresh produce or a cooked meal or bags of flour. Weapons booths have weapons, of course, ranging from slings to swords. Most of these booths are aimed at peasants and merchants rather than nobles, however, so swords and lances are less popular than bows and knives and axes. Armor booths work the same way — plate armor is rarely seen here, since knights have their armor custom-made by an expert smith, and instead the booths carry armor tunics and leather, perhaps even chain. Work tools include anything that has a practical use, from a cutting knife to a hammer to a fishing pole. Clothing is mostly shirts, breeches, blouses, dresses, and boots, though some vests and caps and shawls may also be available. Jewelry booths have mostly copper and silver jewelry, either plain or with semiprecious stones. Arts and crafts booths have handmade items like small paintings and carvings, sculptures, leather goods, and pottery — these can overlap with the clothing and work tools booths, but the items here are usually more distinctive. Knick-knacks include any small item that has no practical use but looks interesting, and can include carvings, odd rocks and bizarre inventions. Animal booths sell not only livestock but also the gear for them, including bridles and saddles for horses. Finally, knowledge booths sell information, either in a fixed form like a book or in a more fluid form, like advice from a wise man or a fortune telling by an old woman.

Most merchants are willing to haggle with customers, and even enjoy the process of arguing the price. Amateurs are less flexible, because the work is more personal for them, locals have a set price and everyone already knows how much their wares cost. Since it costs to rent the booth each day, some merchants do not bother to set up the first day of a tournament, waiting until it gets more crowded, while others close before the last day when half the customers have already left for home. The booth fees are paid at the start of each morning. At a well-run tournament, booth spaces are assigned beforehand, but sometimes the booths are first-come, first-served, and a merchant who arrives late one morning might wind up having to move his

booth to the other side of the grounds that day. To prevent this and to guard their wares, most merchants sleep in their booth at night. Locals rarely bother — they live nearby, making it harder to get away with stealing from them or making them move their location.

THE OTHER SIDE OF THE BOOTH

If the PCs want to set up tables and sell goods, this is an excellent opportunity both for character development and for plot. How does the character react when someone tries to steal one of his carvings, or offers him half of his asking price, or tells him his work is garbage? How does he deal with a rival woodcarver who sets up a booth right across the aisle and offers similar items at half the price? What does the character do when the host's agent tells him that booth fees have gone up — and he suspects that he's the only one being charged more? Working in a booth can give the characters a chance to show what they are like when not fighting for their lives, and it lets the players develop their characters' interests and attitudes and personalities. Tournaments are also wonderful places to watch people, because so many different people from all over wander around. It is very easy for you to drop in all kinds of plot hooks, and then just wait and see which ones your players decide to follow. Perhaps one of them sees a man steal another man's pouch. Does the character go after the thief? Or the characters might notice that one merchant has deliberately damaged or tainted a rival's wares. Do they let the victim know? And what about that strange man wandering the grounds in that unusual armor with the crest they have never seen before?

Of course, if the characters are trying to sell things, the players will want to know how they do. First, find out the quality of the wares. Just have the player who created/ grew them make a DC 15 check of the appropriate skill — Craft (leatherworking) for example, or Profession (farming). If they succeed, they've got good-quality wares. Beating a DC 20 means they've got great wares, while beating DC 10 but not DC 15 means their wares are decent but a little below par. (If this seems a bit harsh, remember that the characters are competing with NPCs who owe their livelihood to similar skills, and probably have more ranks than the players in appropriate skills to reflect that. These DCs reflect that competing with professionals takes more than taking 10 with a total bonus to the roll no higher than +2.)

Next, have the players at the booth make a roll for each day's sales. They can use Bluff, Diplomacy or Profession (merchant), whichever is higher. Anyone with Sense Motive or Seduction gets a +1 bonus on the roll. The players also get a +1 if their wares are really good but a -1 if the wares are subpar. The total is how much the players earned that day, in silver pieces. Keep in mind that this amount should be profit, rather than actual money brought in. After all, if one character is a gem-cutter and bought a handful of rough gems for 50 sp, it seems unreasonable for a total check result of 25 to mean that he only got 25 sp that day. Getting 75 sp (the cost of the gems, plus 25 sp profit) that day fits his high success on the roll much better. You can change these numbers, of course, but it gives you a good rule of thumb. Keep in mind that the marketplace can also give modifiers, both positive and negative — a man selling beer at a dusty tournament will do far better than normal, while someone selling the same beer in a land where drinking is frowned upon will have less success than usual.

CONTESTS

The heart of the tourney is, of course, the contests that take place. In particular, the knightly contests draw the biggest crowds, and cost the most to enter but have the largest prizes for the winners. Everyone enjoys watching two

or more men in full plate armor charging at one another on horses, or swinging at each other with swords and axes — it provides all the excitement of a real battle, with none of the danger for the bystanders. The knights also enjoy these competitions — it gives them a chance to demonstrate their skills, an opportunity to practice their craft, and the potential to win fame and glory and even wealth. The knightly contests are divided into the ring, archery, the grand melee, single combat, and the joust, in rising order of importance.

Note that the use of magic to influence the contests — entering the grand melee under the effects of *bear's endurance* or using *true strike* during the archery competition, for instance — is considered *highly* dishonorable and not at all in the spirit of the games. If the characters are in the least men and women of honor, they should refrain from such activity. This shouldn't mean that spellcasters should have nothing to do during the tournaments, of course; in fact, they may have some interesting side encounters if their Spellcraft skill allows them to perceive some dishonorable NPC doing what he shouldn't.

THE RING

Ironically, the least important of the knightly competitions may actually require the most skill. The ring involves a single knight, mounted and armed with a lance, and the ring, a small hoop of wood or metal only a few inches in diameter. The ring is tied to a strong rope and hung from a tree branch or a pole with an attached arm. The knight gallops toward the ring from at least one hundred feet away, and then attempts to spear it with his lance as he rides past. This requires precision, due to the size of the ring and the speed of the horse. If a knight misses the ring, he is eliminated. Each of the entrants goes once, and then those who were successful go again. This continues until only one knight is left, and he is declared the winner. The most common prize for this competition is one of the rings but made of gold.

For players entering their characters in the rings, you can handle the challenge in one of two ways. The first and most obvious is to require an attack roll every round — the ring has an AC of 21. The other, faster way is to have the character make one attack roll. If she succeeds, have her roll a d6. The result is the number of times she successfully spears the ring. Then you can make the same two rolls for the other competitors. Obviously anyone who fails the first attack roll

is disqualified in the first round. If no one succeeds more times than the PC, she is the winner.

ARCHERY

Ability with a bow is both useful and deadly. It is not strictly the province of nobles, however — many peasants can fire a bow, and often do so while out hunting. This is the main reason archery is considered a lesser sport for knights. The other reason is that people compete indirectly in archery, comparing their scores, rather than facing one another openly as in single combat or the joust.

The rules for an archery competition are simple. The contestants line up in a row, each one facing a hay bale or a wooden post — if the event has more entrants than targets, the people are divided into groups and each group takes a turn. On the bale or post is a painted target. The archers stand and shoot one arrow at the target. Those three with the best shots advance to the next round. Each round, the target is moved farther back — originally it is fifty feet away for a shortbow, seventy-five feet for a longbow, and each round it is moved that distance back again. Thus, the first round is within the first range increment for the type of bow, and each subsequent round the range increases by one increment. The best way to determine hits for archery is to break it into a series of ACs. The outer ring is AC 15, the inner rings are AC 18, and the center is AC 20. It is probably better to have the characters Make an attack roll each round, since they may make a perfect shot one time and barely clip the outer ring when they go again. Plus this adds to the excitement, as they get to watch their competitors shoot and wonder how well each one will do. The most common prize for archery is a golden arrow.

It is also important to remember that non-nobles have their own archery competition. The two groups do not mix, and the prize for the commoners' competition is less valuable, but the entry fee is also significantly lower. Some tournaments have more complicated archery contests as well, like firing at a moving target or shooting while riding a horse.

GRAND MELEE

Certainly the largest of the competitions in terms of sheer size, the grand melee harkens back to the origins of the tournament. This is combat, pure and simple. Knights form sides, and attack opposing knights. In order to limit bloodshed, the knights use blunted weapons,

though they still swing with full force and can still cause a great deal of damage. Some grand melees count each blow as a wound, regardless of its actual severity, and consider a knight to be “dead” after a set number of “wounds.” This causes less damage, and makes the event more about avoiding blows than about enduring them — many of the older knights disapprove of this new method, saying that it no longer requires stamina to win. A few grand melees also center on capturing the other team's pennant, rather than simply knocking out all of the opposition's knights. This requires more strategy, and a clever team can grab their rivals' pennant with only a few well-placed blows. Grand melees can be fought either on foot or on horseback, though the latter usually continues on foot, particularly the older style of you-are-not-defeated-until-you-can-no-longer-move event.

Unfortunately, because the grand melee has so many knights involved, handling each and every combat could take hours. If the grand melee is the focus of a game session, feel free to play it out; but you can speed up the process by condensing the conflict. Have each player make an attack roll, AC 20. This determines if they manage to “wound” anyone during the melee. Then roll 1d10 to find out how many times they connected. Next, have the players make a Fortitude check, DC 20. If they fail, roll 1d4. If they succeed, roll 1d8. This number represents how many opponents they defeated before they were overcome themselves. If you rolled an 8, have them make a second Fortitude check, this time at DC25. If they succeed, the character is one of the last knights standing, and his team actually won. You can make the same rolls for one member of every other team, and use that to determine which team ultimately won the grand melee. If two or more make that DC25 check, roll 1d8 for each one, and the highest number wins — in the event of a tie, roll again between the two who tied.

Traditionally, two awards are given for the grand melee. The first is the team award, given to the captain of the winning team — this is the senior knight of that group. The second award is the individual award, given to the knight who personally defeated the most foes. The most common prizes for this event are a sword (for the individual) and a battleaxe (for the team award).

SINGLE COMBAT

It's difficult to keep track of individual knights during the grand melee — the field



becomes a roiling mass of armor and weapons, and even with colorful tabards on the participants, often spectators cannot tell who defeated a particular combatant. The knights were never happy with this, because it prevented them from getting credit for their victories. So they began to seek out opponents and fight them on the edge of the field, where everyone could clearly see them. That led to a separate event, where two knights battle each other one on one. This is the single combat.

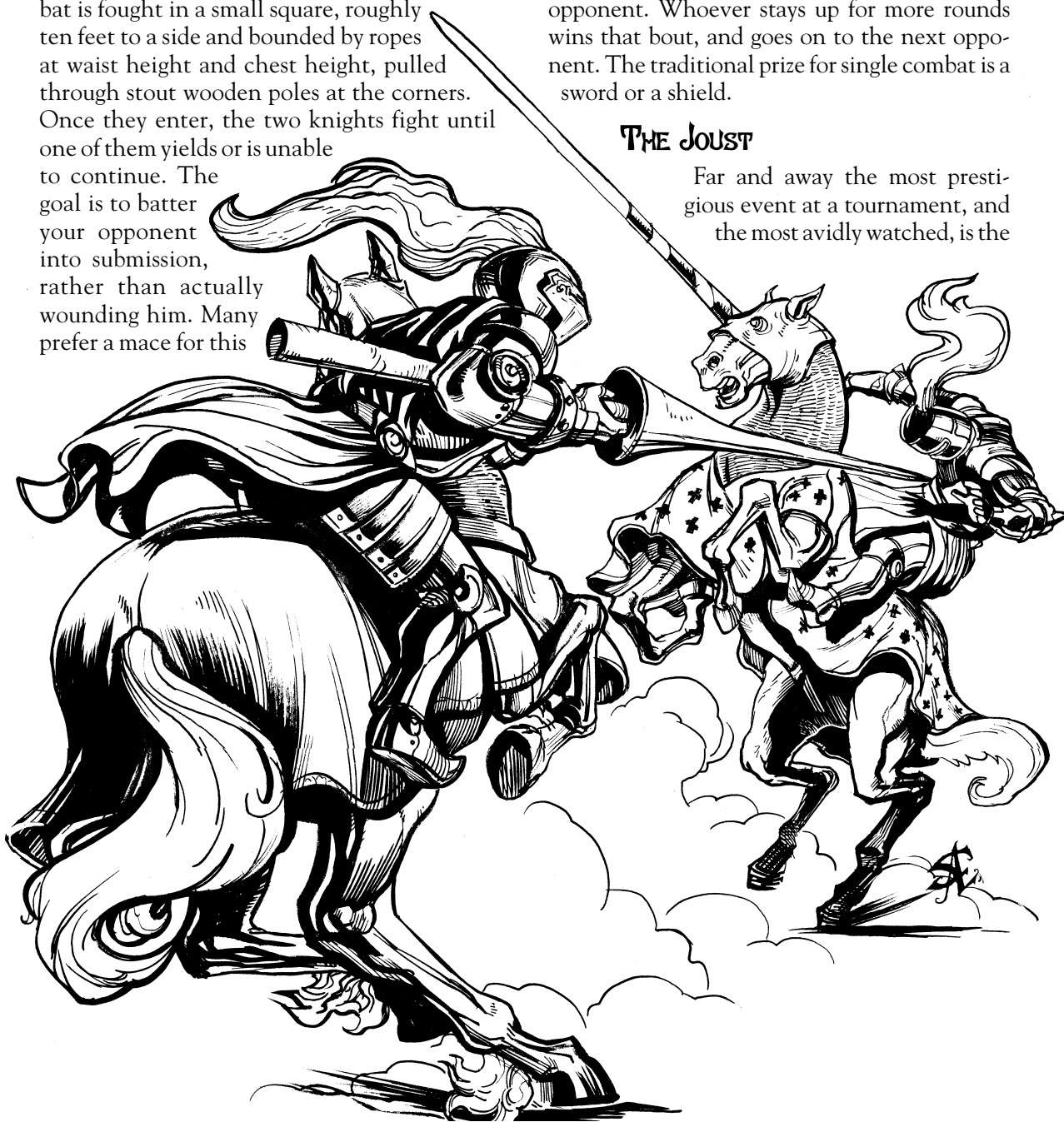
Single combat is always fought on foot. The knights wear full armor, and can carry a sword, an axe, or a mace. They can also opt to carry a shield or to do without. The combat is fought in a small square, roughly ten feet to a side and bounded by ropes at waist height and chest height, pulled through stout wooden poles at the corners. Once they enter, the two knights fight until one of them yields or is unable to continue. The goal is to batter your opponent into submission, rather than actually wounding him. Many prefer a mace for this

event, and those who use sword and axe typically bang on their rival's head and chest and arms rather than using the edge to seek out the armor's soft spots.

The best way to handle single combat really is to play out each round, since a single well-aimed blow can end the contest; the GM can rule that the damage is nonlethal. But if you prefer to speed things up, you can use the same method as for the grand melee. Have the character make an attack roll against AC 20. If he succeeds, roll 1d8 — if he fails, roll 1d4. This number represents how many rounds the character fights before either surrendering or being too battered to continue. Do the same for his opponent. Whoever stays up for more rounds wins that bout, and goes on to the next opponent. The traditional prize for single combat is a sword or a shield.

THE JOUST

Far and away the most prestigious event at a tournament, and the most avidly watched, is the



joust. This competition is considered the pinnacle of martial skill, and the true showcase of a knight's abilities. The joust can be handled in several different ways, but certain elements are always the same — it is always two knights, mounted and in full armor, facing each other and aiming lances. Both charge toward the center of the jousting field, and the thunder of their mounts' hooves shakes the viewing stands, as does the crash of wood against metal when one or both of the lances connect.

OPEN JOUSTING VERSUS CLOSED JOUSTING

Originally, knights in a joust simply went to opposite ends of the field, turned and then charged at one another. They shifted position as they closed the distance, directing their horses to get a better angle and also to protect themselves from attack.

As the joust became more popular, hosts looked for ways to minimize damage and to give the event more structure. They added a rope barrier, strung from one end of the field to the other and dividing it in half. This is the tilt barrier, and the two “tilting” knights (the knights involved in the joust and therefore tilting their lances down rather than holding them point up) ride on either side of it. That means that the knights keep their mounts close to their side of the barrier, which makes it easier for the audience to see all of the action. It also requires more precision for the knights, who can no longer strike below the rope line — doing so means they run the risk of tangling their lance in the rope and being flung from their own horse as a result. Later still, a solid wooden barrier six feet high replaced the rope. This provides even more protection for the knights, and means that they have to keep their lances above that height in order to hit. It also keeps less scrupulous knights from pushing their mounts through the rope barrier to swerve into their rival's lane.

Both open jousting — jousting without a tilt barrier — and closed jousting are held at tournaments. Closed jousting is more civilized and less dangerous, while open jousting is more violent. Because of this, open jousting is more likely to appear at smaller tournaments whose hosts are desperate to attract an audience, and who have to settle for meaner, rougher knights of lesser fame and ability.

SCORING

The other variance in jousts is the way they are scored. Originally, the joust was similar to the single combat, except that it starts on horse-

back. The two combatants face off, and fight with lances until one or both are unhorsed. Then they continue their battle — an honorable knight would dismount to face his opponent on equal ground, while a less noble competitor would ride down his rival or harry him with a second lance. This type of jousting, victory by defeat, only ends when one knight surrenders or is unable to continue, and often results in serious wounds or fatalities.

To avoid losing so many knights at something meant to be fun, the hosts changed the rules. Victory is now decided by unhorsing your opponent — the minute he leaves his horse's back, the contest is over. This prevents anyone from riding down rivals. It also makes the single combat more important, because the joust no longer includes that element. And it shifts the focus of the joust from brute force to finesse, precision, and horsemanship.

The only problem with scoring by unhorsing is that plate armor is so heavy, and saddles so well built, that it becomes very difficult to unhorse another knight. So some tournaments have opted for a new method. They now score jousts based upon the number and location of a hit. Striking your opponent's shield with your lance is one point. Hitting his body is two points, but connecting with his helm is three. The first knight to earn four points wins the match. The lance must break for the hit to count — otherwise it is deemed a glancing blow. Accordingly, jousting lances are made to break upon contact, rather than being made to withstand the blow and knock the knight from his horse. This method of jousting is certainly the least dangerous, but older knights feel it is not proper training for war — they argue that a lance that breaks upon contact is not much use against a real enemy who's trying to kill you. Many tournaments still score their jousts by unhorsing, and a few even score by defeat, though that is frowned upon.

If the characters are competing in a joust that is scored by defeat, treat it as a single combat but start with mounted attacks. If either side hits with their lance, require an opposed Strength check, with the attacker getting +2 due to momentum. If the attacker wins, his opponent is unhorsed. This same method can be used for jousts scored by unhorsing — the difference is that, in this second type of joust, once someone is unhorsed the event is over. If the joust is scored on points, use the rules for archery — a shield is AC 15, the body is AC 18, and the head is AC 22. If anyone hits AC 25 or better, the GM may



call for an opposed Str check (with the attacker at +2) to see if they unhorse their rival. Even in a joust by points, unhorsing your opponent is an automatic victory.

The standard prize for a joust is a suit of armor, a horse, or a piece of jewelry.

RANSOMS

Knights enter tournaments to win recognition and respect, but they also do it for money. The prizes can be valuable, especially at larger tournaments, but even more lucrative are the ransoms. Traditionally, when one knight defeats another in combat he can demand money or goods from his rival, in exchange for the man's freedom. Failure to pay this ransom means the defeated knight is taken prisoner. Of course, this originally began with knights from rival countries or lands, but when lords started the first mock-combats they continued the practice, so that men from one team would ransom men from the other side. The standard ransom is the knight's armor and horse — in effect, the victor simply claims his fallen opponent's gear and mount, and leaves the loser standing there, defenseless. This practice continues, and is still used in Arthurian tournaments. This only applies during grand melees and jousts, however. In the grand melee, a knight must pay his conqueror a fee for his release — if the melee was fought on horses this means the knight's horse and armor, otherwise it may be the armor and some money, or simply money. In the joust, if a knight is unhorsed his opponent gets his mount. If he is defeated but not unhorsed (if the joust is scored by points) or if both are unhorsed (and thus technically win each other's mounts), he loses his armor. Thus, a powerful knight can win several horses and several suits of armor in a single tournament, and sell them for substantial amounts of money — often he sells them back to their former owners. Note, however, that knights do not take one another's weapons. It is considered dishonorable to leave your opponent unable to defend himself.

OTHER CONTESTS

PHYSICAL CONTESTS

Though commoners cannot participate in the knightly contests, they have many events of their own. For those who wish to demonstrate their strength or speed, several physical contests are offered. Tournaments always include a foot

race, for example — this may be a straight sprint across an open field, or an obstacle course through the town (or through a specially constructed maze). Wrestling is common, as are other feats of strength like rock lifting. As mentioned above, commoners have their own archery competition — they may have other weapons-based contests as well, like throwing axes. And some contests combine strength and skill, like log splitting or tree climbing. Some of these contests have no fee, and the only prize is a ribbon or a small plaque, and the knowledge that you won. Others cost a few coppers to enter, and have a modest prize — this may be money, but usually it is something appropriate to the contest, like a new axe for the winner of the log-splitting event. These contests are not always taken very seriously, and both the entrants and the participants usually have a great deal of fun no matter who wins. For PCs entering these events, a simple opposed ability roll or a skill check should suffice to see who wins.

PERFORMANCE CONTESTS

Tournaments are festive occasions, and a large part of that atmosphere is the music. Minstrels wander the grounds, singing or playing instruments, telling jokes and stories, and otherwise providing entertainment. Some do this for free, or for whatever coin a patron might choose to offer. Others set up small stages and collect coins from their audience before they begin. And many enter the contests.

These performance events are a great deal of fun for the audience, because they get to see all the contestants putting on their best shows. Some smaller tournaments might simply have a general performance event, but most offer more specific categories. Singing is common, as are musical instruments, dancing, storytelling and puppeteering. And professional bards are not the only ones to enter these events. Locals and amateurs often try their hand, and for some this may be the ideal way to begin a career in entertainment, by demonstrating their ability before a large crowd. The events are either scored by a panel of judges (local elders, and sometimes the lord himself) or by the general audience (judged by the volume of applause afterward). For any character competing, a Perform check shows how they fare in the contest, but some groups may find it entertaining if the player involved actually performs the story or sings the song. Prizes here tend to be monetary.

ART CONTESTS

Performance is not the only type of art displayed at a tournament. Many people draw or paint, and these talents are shown off as well. Larger tourneys have events for these people, where they can hang their best work and have a panel of judges select a winner. Often the work is displayed in the banquet hall or some other well-traveled area, so that everyone can appreciate the artwork. This has the added benefit of creating more work for good professional artists, as everyone sees their entry and remembers them when they need a portrait painted. The awards are usually monetary, although sometimes they are tools such as a set of paints or a sheaf of paper (both handsome gifts).

CRAFTS CONTESTS

Some of the most common contests at tourneys are the crafts events. These competitions are broken down into categories like woodworking, leatherworking, and stoneworking. Generally a contestant brings a finished work and enters that for the competition, but sometimes the entrants must actually create a new work on the spot, with the entire audience looking on. This is a great deal more fun, and ensures that each contestant has the same amount of time and the same available tools. Awards in these categories are often tools and equipment rather than money.

FOOD CONTESTS

Certainly one of the most popular contests at a tournament is the food contest. This can be broken into two types: food preparation and food eating. Often the two go hand-in-hand. For food preparation, the entrants usually bring their finished foods for the event. Pies are a favorite event, and the panel of judges tries a slice of each entry to compare them. But after the winner is awarded, a portion of pie remains, and so these are generally used for the pie-eating contest that follows. Other food contests include stew, bread, and roast. Farmers also have competitions, but theirs are for growing food rather than for cooking it — they compete to see who can grow the largest turnip or the finest apple. Awards in these categories also tend to be tools and other useful possessions rather than money. Many locals bring food to sell at a booth, and remind anyone who buys from them to vote for them in the food contests as well.

MAGIC CONTESTS

Though spellcasters are rare, and viewed with both fear and awe, they are still human, and

that means that many sorcerers and wizards like to have fun, to compete, and to win acclaim for their skills. Thus, some tournaments do feature magic contests, where these arcane spellcasters can demonstrate their talents. These contests usually appear only at the largest tournaments, or at places where a powerful wizard or sorcerer has significant authority. A panel of wizards and sorcerers serve as the judges, and each entrant is allowed to cast one spell. Prizes are then awarded for the most useful new spell, the most creative use of an existing spell, the most efficient spellcasting (for wizards, not sorcerers), and the best illusion. Note that, at many tournaments, these contests are open only to wizards, sorcerers, and ranking nobles. At other locations, however, anyone can watch the proceedings, and these events always have a large audience, as everyone gathers to see just what the spellcasters can do.

The best way to handle a magic contest for players is a cross between roleplaying and the Spellcraft skill. Spellcraft determines how well a spell is cast, and a good roll means the difference between a sloppy casting and one in which the gestures are fluid and quick, the words clear and ringing, and the entire process one of grace, dignity, and power. But roleplaying should play a large part in the contest. The GM should ask each player privately what spell they intend to cast, and, if it is something where they have some control over the result (like an illusion), ask them to describe exactly what effect they wish to produce. Then have each entrant narrate his performance in turn, describing how he steps onto the stage, what he says to the judges and the audience, if he makes any special gestures, etc. The player should then roll Spellcraft — based upon that roll and what the player told you earlier, the GM can then determine how effective the spell is, or even describe the spell's result. Most useful new spell should go to a spell most people have not seen, either something that a player (or NPC) created or something they found elsewhere. Most creative use of an existing spell is entirely roleplaying, based upon what the player does with his spell's effect. Most efficient spellcasting is almost entirely based upon the Spellcraft roll, though the narration by the players might impact their presentation. Best illusion should be a combination of the players' descriptions and their Spellcraft rolls — you could also give each judge a chance to disbelieve the illusion, and have that factor into

their scoring (since if they can't see through the spell they'll be more impressed).

Keep in mind that the judges should have their own personalities, and their own interests. A wizard who loves food and farming will look more favorably upon harvest spells, while a war wizard will frown upon such "frivolous" uses of the arcane arts. Also, you should have a few other entrants for the contest, and describe each of their performances as well — roll Spellcraft for each one in turn, but don't let the players see your rolls.

Prizes for magic contests are usually low-level magic items, trinkets enchanted with an image or a cantrip or some other minor effect. Money can also be awarded, of course, along with those treasures.





**Appendix II:
New Monsters**

NEW MONSTER TYPES

Manifestation Type: A manifestation is a creature whose physical existence is caused by a traumatic event; a severe, prolonged emotion; or a strong desire for something. Example: questing beast.

Features: A manifestation has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude and Will saves.
- Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A manifestation possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to illusions (spells, spell-like abilities, and supernatural abilities).
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Manifestations not indicated as wearing armor are not proficient with armor. Manifestations are proficient with shields if they are proficient with any form of armor.

Spirit: A spirit is an incorporeal being with a connection to nature. It is immune to all enchantments (spells, spell-like abilities, and supernatural abilities), paralysis, poison, and sleep. Example: water spirit.

Features: A spirit creature has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Will saves.
- Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A spirit possesses the following traits (unless otherwise noted in a creature's entry).

- Incorporeal.
- Immunity to illusions (spells, spell-like abilities, and supernatural abilities).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Spirits not indicated as wearing armor are not proficient with armor. Spirits are proficient with shields if they are proficient with any form of armor.
- Do not breathe, eat, or sleep.

NEW MONSTERS

BELLE DAME

Medium Magical Beast (Shapechanger)

Hit Dice:	5d10+10 (37 hp)
Initiative:	+8
Speed:	50 ft. (10 squares); climb 25 ft.
Armor Class:	16 (+4 Dex, +2 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+5/+6
Attack:	Bite +7 melee (1d6+1 plus poison) or web +9 ranged
Full Attack:	Bite +7 melee (1d6+1 plus poison) or web +9 ranged
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells, web, paralysis, poison
Special Qualities:	Change shape, darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +8, Will +5
Abilities:	Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 19
Skills:	Climb +15, Concentration +7, Craft (weaving) +7, Escape Artist +9, Jump +8, Listen +6, Spot +6
Feats:	Improved Initiative, Spell Focus (enchantment), Weapon Finesse (bite)
Environment:	Temperate and warm forest and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard coins; double goods; standard items
Alignment:	Always neutral evil
Advancement:	By character class
Level Adjustment:	+7

Where the beautiful maiden once stood, now a sapphire-blue spider the size of a horse waves its forelegs in a mockery of the maiden's gesture.

The belle dame is an intelligent, shapechanging spider with enchantment powers, and is believed to be a distant relative (or forebear) of the aranea. In its natural form the belle dame resembles a large sapphire blue spider with a 4-foot-long body, an 8-foot leg span, and it weighs about 160 pounds. However, belle dames are rarely encountered in their natural form. Instead, they alter their form to appear as beautiful maidens. In this form, they use trickery and enchantment to secure a suitable mate and host for their offspring.

First, they seduce their prey to mate with him in human form; then, they

return to spider form and bite their prey to paralyze him, whereupon they cocoon him in a web and drag him off to their home web. Within a week after mating, the belle dame lays 2d6 eggs, and injects them into the cocooned body. They hatch within three weeks, and engorge themselves on the corpse that was their host.

Belle dame offspring grow quickly, and leave their mother's web within a year of birth. From then on, the offspring live solitary lives.

COMBAT

Belle dames avoid physical combat, preferring to use trickery and magic when they can; they only return to spider form and use their web and poison attacks when all else fails. They rarely approach large groups, as their modus operandi is to seduce lone males. If forced into battle, they try to immobilize or distract the most aggressive opponents first.

Spells: Belle dames cast spells as 5th-level sorcerers (save DC 14 + spell level; save DC 15 + spell level for



enchantment spells). They prefer illusions, charms, and protective spells but avoid fire spells, as they usually make their homes in forests.

Web (Ex): In spider form (see Change Shape, below), a belle dame can cast a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful DC 20 Escape Artist check or burst the web with a successful DC 26 Strength check. The web has 6 hit points and takes double damage from fire.

Paralysis (Ex): Those failing a save against the belle dame's poison are paralyzed for 1d6+4 hours.

Poison (Ex): Bite, DC 15 Fortitude save; initial damage 1d6 temporary Strength, secondary damage paralysis.

Change Shape (Su): A belle dame's natural form is that of a sapphire-blue, Medium monstrous spider. It can assume one other form: a beautiful human woman. Changing form is a standard action. In human form, the belle dame can cast spells, but it cannot use its web or poison attacks, and its movement rate is 30 ft. (6 squares). The belle dame remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the belle dame revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in human form.

Skills: Belle dames have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

FROTHING FURY

	Huge Manifestation
Hit Dice:	12d10+36 (91 hp)
Initiative:	+1
Speed:	Fly 60 ft. (good) (12 squares)
Armor Class:	9 (-2 size, +1 Dex), touch 9, flat-footed 8
Base Attack/Grapple:	+9/+22
Attack:	Bite +12 melee (1d4+5)
Full Attack:	10 bites+12 melee (1d4+5), 10 claws+10 melee (1d4+2)
Sac/Reach:	15 ft./10 ft.
Special Attacks:	Frightful presence, rend 2d4+7
Special Qualities:	Manifestation traits, amorphous, 360-vision
Saves:	Fort +13, Ref +5, Will +8
Abilities:	Str 20, Dex 13, Con 16, Int 6, Wis 11, Cha 10
Skills:	Listen +21, Spot +21
Feats:	Alertness, Flyby Attack, Great Fortitude, Hover, Multiattack
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	13-16 HD (Huge); 17-23 HD (Gargantuan), 24-30 HD (Colossal)

Level Adjustment: —

A low howl precedes the horrible cloud that rushes forward, seething with the eyes, mouths and claws of a hundred beasts and men.

The frothing fury appears as a large, fast-moving dark cloud of claws, eyes, ears, and mouths; it generally extends from 20 to 100 feet in length and width, depending on size. The creature has numerous eyes, so it has 360-degree vision.

As a manifestation, the frothing fury often appears in territories in which massive, horrible deaths took place, such as on battlefields or in besieged fortresses. This manifestation's only motive is to destroy all living things that it encounters, as it hates all life.

COMBAT

The massive cloud charges any living creature it spots, rending it with its many claws and bites.

Manifestation: Manifestations have low-light vision and are immune to illusions (spells, spell-like abilities, and supernatural abilities). Manifestations are immune to poison, sleep, paralysis, stunning, and mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). Additionally, manifestations never tire, so they require no sleep; nor do they require any sustenance.

Frightful Presence (Ex): The creature's very presence unsettles its foes. This ability takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful DC 16 Will save. An opponent who succeeds at the saving throw is immune to that creature's frightful presence for one day.

Rend (Ex): If the frothing fury hits with two claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+7 points of damage.

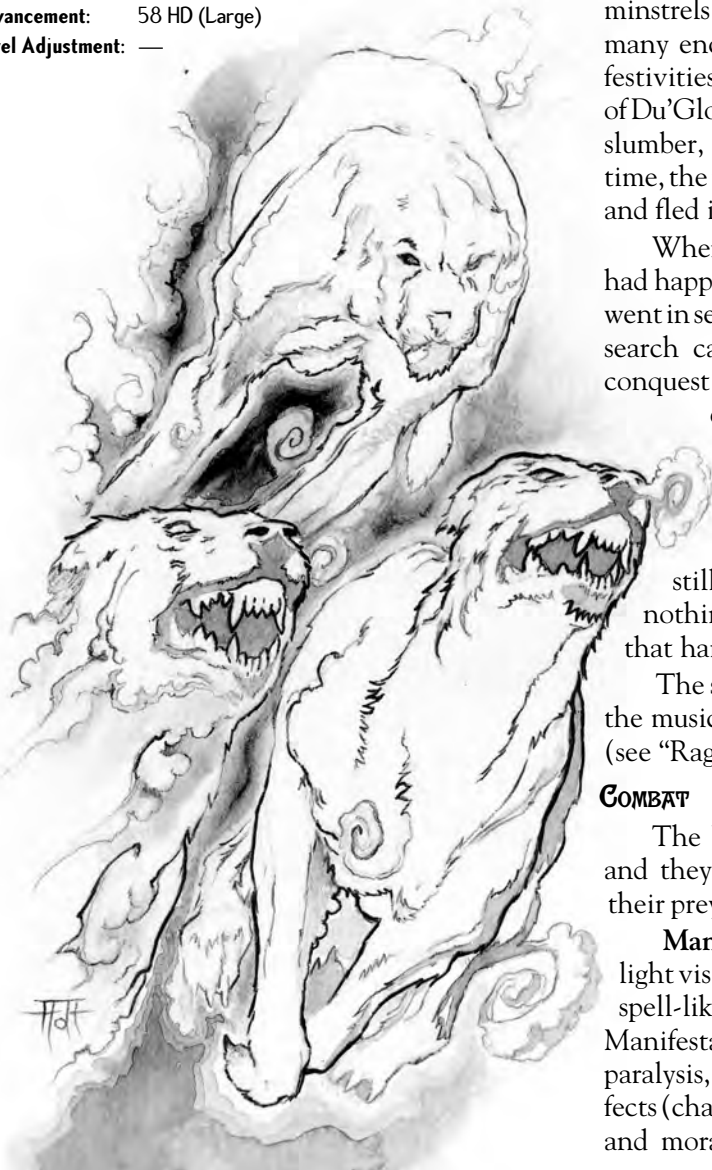
Amorphous (Ex): A frothing fury is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Skills: Due to their multiple ears and eyes, frothing furies receive a +4 racial bonus on Listen and Spot checks.



HOUNDS OF SIR DU'GLOUSE

	Medium Manifestation
Hit Dice:	4d10+8 (28 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+7
Attack:	Bite +8 melee (1d4+6)
Full Attack:	Bite +8 melee (1d4+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Manifestation traits, scent
Saves:	Fort +6, Ref +3, Will +4
Abilities:	Str 18, Dex 14, Con 15, Int 5, Wis 11, Cha 10
Skills:	Hide +11, Listen +10, Move Silently +10, Spot +5*, Survival +3*
Feats:	Alertness, Weapon Focus (bite)
Environment:	Any land and underground
Organization:	Pack (5-12)
Challenge	Rating: 3
Treasure:	None
Alignment:	Always neutral
Advancement:	58 HD (Large)
Level Adjustment:	—



A ghostly baying fills the air as a pack of pale spectral hounds, seemingly made out of the mist itself, lunge out of the forest.

Over 100 years ago, Sir Du'Glouse once ruled a nearby kingdom and had begun conquering the surrounding territories soon after his marriage to the most beautiful woman in all the lands, for he intended to prove his undying love for her by gifting her with these countries.

A few months after his campaign began, a band of traveling minstrels came to play at his castle, convincing the proud lord that they had composed a beautiful song in honor of his bride. They flattered him greatly, and they assured him that this song would win her heart forever like no other present he could give her. Du'Glouse fell for their smooth talk, and allowed the bards into his home, whereupon they played their lovely song before his gathered guests.

The song proved to be as beautiful as the minstrels had promised, and the knight requested many encores well into the night. During the festivities, the bards poisoned the food and drink of Du'Glouse and his guests. They fell into a deep slumber, and slept for three days. During that time, the tricksters kidnapped the knight's bride, and fled into the night.

When the knight awoke and realized what had happened, he gathered his best hounds and went in search of his stolen bride. Sir Du'Glouse's search caused him to abandon his plans for conquest as well as his home, and, even unto his death, he was unable to find his stolen bride. His desire to find her, however, lives in the form of the manifested hounds. Although his wife is definitely long dead by now, the hounds still seek her — though, they are really nothing more than a pack of strong, wild dogs that harasses travelers.

The sound of music in a forest lures them to the music makers, and the music enrages them (see "Rage" below).

COMBAT

The hounds are relentless and never tire, and they enjoy a good chase. They surround their prey and charge in with their bite attacks.

Manifestation: Manifestations have low-light vision and are immune to illusions (spells, spell-like abilities, and supernatural abilities). Manifestations are immune to poison, sleep, paralysis, stunning, and mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). Additionally, manifesta-

tions never tire, so they require no sleep; nor do they require any sustenance.

Rage (Ex): Upon hearing music or singing, the hounds seek out the musicians or singers responsible for the noise. The music enrages them, and they attack immediately. Upon finding those making the noise, the hounds are enraged for $1d6+1$ rounds, temporarily gaining +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but they suffer a -2

penalty to AC. While enraged, the temporary Constitution increase raises the hounds' hit points by 2 points per hit die. As the hounds never tire, they are not fatigued afterwards.

Skills: The hounds receive a +5 racial bonus to Hide, Listen, and Move Silently checks. *They also receive a +8 racial bonus on Spot and Survival checks when tracking by scent, due to their keen sense of smell.

INVISIBLE KNIGHTS

	Medium Manifestation
Hit Dice:	3d10+6 (22 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+2/+3
Attack:	Longsword +4 melee (1d8+1)
Full Attack:	Longsword +4 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Qualities:	Manifestation traits, natural invisibility
Saves:	Fort +5, Ref +3, Will +4
Abilities:	Str 13, Dex 14, Con 15, Int 11, Wis 12, Cha 10
Skills:	Climb +7, Intimidate +6, Jump +7, Ride +8
Feats:	Dodge, Weapon Focus (longsword)
Environment:	Any land
Organization:	Solitary, pair, squad (3-12)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	By character class
Level Adjustment:	—

Invisible knights are knights who died unfair deaths or those who refused to die. They no longer possess the ideal of fairness in battle, so they use their invisibility to gain the advantage in combat. Invisible knights are often encountered in old fortresses or abandoned tournament fields.

COMBAT

Invisible knights use their invisibility to surprise attack opponents.

They are not above using tricks and otherwise fighting unfairly, and they do not become visible after attacking. To those able to perceive the invisible, they seem to be slightly abstracted knights in full armor with no faces, the badges on their shields worn and almost unidentifiable.

Manifestation: Manifestations have low-light vision and are immune to illusions (spells, spell-like abilities, and supernatural abilities). Manifestations are immune to poison, sleep, paralysis, stunning, and mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). Additionally, manifestations never tire, so they require no sleep; nor do they require any sustenance.

Natural Invisibility (Su): This ability is constant, allowing the stalker to remain invisible even when attacking. This ability is inherent and not subject to the invisibility purge spell.



NATURE SPIRIT

Nature spirits are incorporeal beings that attach themselves to some aspect of nature, be it a tree, rock, hill, mountain, or lake. The nature spirits have gender (such as the Lady of the Lake) and can reproduce, although they do so rarely. The spirits are highly protective of their chosen homes, and they often make defensive alliances with nearby good or neutral forest-dwelling humanoids.

Nature spirits speak Common and Sylvan.

COMBAT

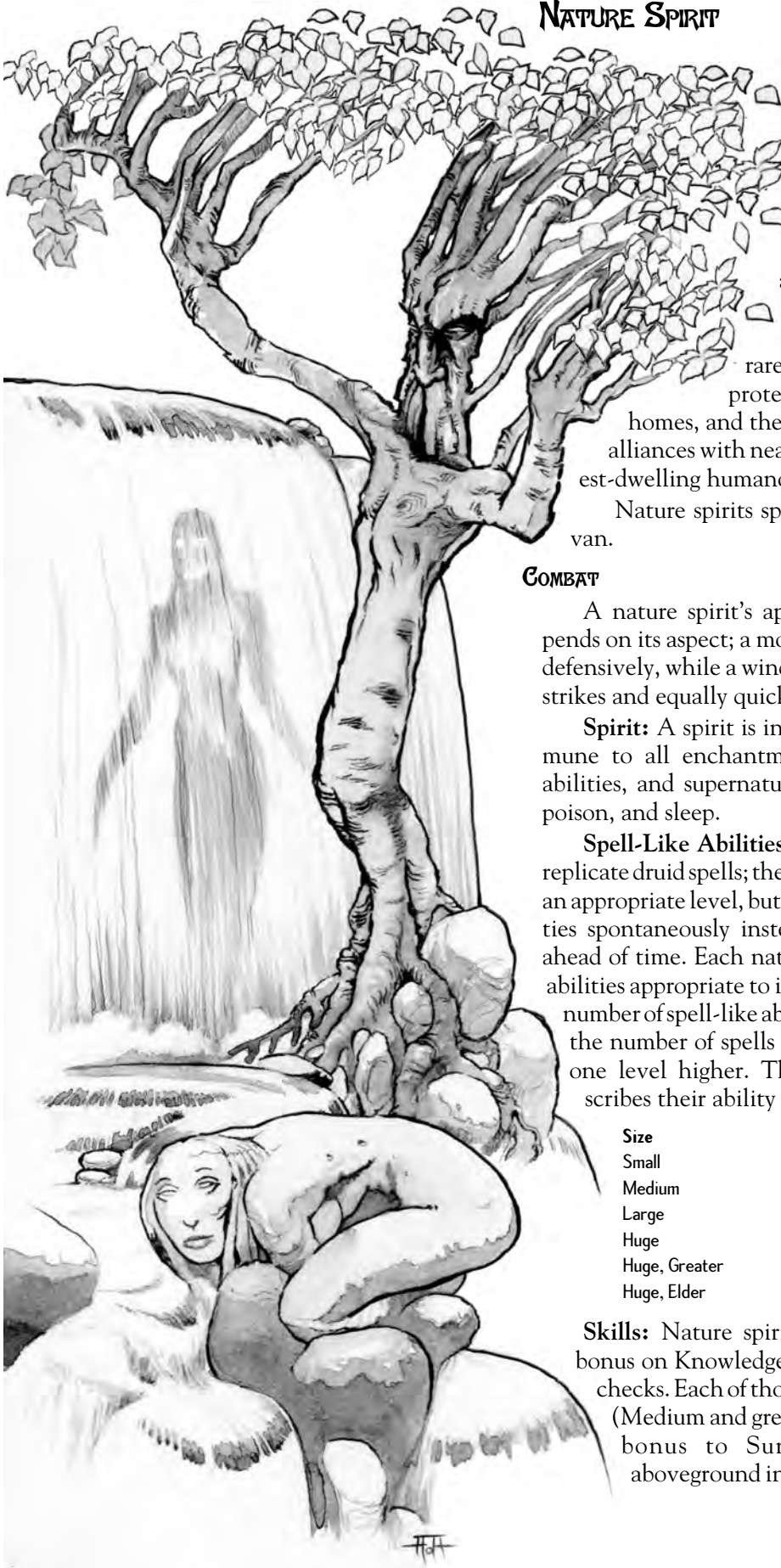
A nature spirit's approach to combat depends on its aspect; a mountain-spirit may fight defensively, while a wind-spirit may favor quick strikes and equally quick retreats.

Spirit: A spirit is incorporeal, and it is immune to all enchantments (spells, spell-like abilities, and supernatural abilities), paralysis, poison, and sleep.

Spell-Like Abilities: All nature spirits can replicate druid spells; they are treated as druids of an appropriate level, but may use spell-like abilities spontaneously instead of preparing spells ahead of time. Each nature spirit uses spell-like abilities appropriate to its natural element. The number of spell-like abilities known is equal to the number of spells known by a sorcerer of one level higher. The following table describes their ability by size.

Size	Caster Level	Spell DC
Small	1st	12 + spell level
Medium	3rd	13 + spell level
Large	7th	14 + spell level
Huge	11th	15 + spell level
Huge, Greater	15th	16 + spell level
Huge, Elder	20th	17 + spell level

Skills: Nature spirits receive a +8 racial bonus on Knowledge (nature) and Survival checks. Each of those with an * by Survival (Medium and greater) gains a +2 synergy bonus to Survival checks made aboveground in natural environments.



	<p>Nature Spirit, Small Small Spirit (Incorporeal) Hit Dice: 2d8+2 (11 hp) Initiative: +4 Speed: Fly 100 ft. (perfect) (20 squares) Armor Class: 18 (+1 size, +4 Dex, +3 deflection), touch 18, flat-footed 15 Base Attack/Grapple: +1/— Attack: Incorporeal touch +4 melee (1d4 Wisdom drain) Full Attack: Incorporeal touch +4 melee (1d4 Wisdom drain) Space/Reach: 5 ft./5 ft. Special Attacks: Spell-like abilities, Wisdom drain Special Qualities: Spirit traits, incorporeal, SR 5 Saves: Fort +1, Ref +4, Will +5 Abilities: Str —, Dex 18, Con 12, Int 13, Wis 14, Cha 16 Skills: Bluff +7, Concentration +5, Diplomacy +7, Hide +11, Knowledge (nature) +13, Listen +8, Sense Motive +6, Spot +8, Survival +12 Feats: Alertness Environment: Any Organization: Solitary Challenge Rating: 2 Treasure: None Alignment: Usually neutral Advancement: 3 HD (Small) Level Adjustment: —</p>	<p>Nature Spirit, Medium Medium Spirit (Incorporeal) Hit Dice: 4d8+8 (26 hp) Initiative: +5 Speed: Fly 100 ft. (perfect) (20 squares) Armor Class: 19 (+5 Dex, +4 Deflection), touch 19, flat-footed +14 Base Attack/Grapple: +3/— Attack: Incorporeal touch +8 melee (1d4 Wisdom drain) Full Attack: Incorporeal touch +8 melee (1d4 Wisdom drain) Space/Reach: 5 ft./5 ft. Special Attacks: Spell-like abilities, Wisdom drain Special Qualities: Spirit traits, incorporeal, SR 10 Saves: Fort +2, Ref +6, Will +9 Abilities: Str —, Dex 20, Con 14, Int 14, Wis 16, Cha 18 Skills: Bluff +13, Concentration +9, Diplomacy +14, Hide +11, Knowledge (nature) +18, Listen +11, Sense Motive +9, Spot +11, Survival +17* Feats: Alertness, Iron Will Environment: Any Organization: Solitary Challenge Rating: 4 Treasure: None Alignment: Usually neutral Advancement: 5–7 HD (Medium) Level Adjustment: —</p>	<p>Nature Spirit, Large Large Spirit (Incorporeal) Hit Dice: 8d8+24 (60 hp) Initiative: +6 Speed: Fly 100 ft. (perfect) (20 squares) Armor Class: 20 (–1 size, +6 Dex, +5 Deflection), touch 20, flat-footed 14 Base Attack/Grapple: +6/— Attack: Incorporeal touch +11 melee (1d6 Wisdom drain) Full Attack: Incorporeal touch +11 melee (1d6 Wisdom drain) Space/Reach: 5 ft./5 ft. Special Attacks: Spell-like abilities, Wisdom drain Special Qualities: Spirit traits, incorporeal, SR 15 Saves: Fort +3, Ref +10, Will +12 Abilities: Str —, Dex 22, Con 16, Int 15, Wis 18, Cha 20 Skills: Bluff +17, Concentration +13, Diplomacy +19, Hide +12, Knowledge (nature) +22, Listen +16, Sense Motive +14, Spot +15, Survival +21* Feats: Alertness, Iron Will, Lightning Reflexes Environment: Any Organization: Solitary Challenge Rating: 8 Treasure: None Alignment: Usually neutral Advancement: 9–15 HD (Large) Level Adjustment: —</p>
	<p>Nature Spirit, Huge Huge Spirit (Incorporeal) Hit Dice: 16d8+64 (136 hp) Initiative: +7 Speed: Fly 100 ft. (perfect) (20 squares) Armor Class: 21 (–2 size, +7 Dex, +6 deflection), touch 21, flat-footed 14 Base Attack/Grapple: +12/— Attack: Incorporeal touch +17 melee (1d6 Wisdom drain) Full Attack: Incorporeal touch +17 melee (1d6 Wisdom drain) Space/Reach: 5 ft./5 ft. Special Attacks: Spell-like abilities, Wisdom drain Special Qualities: Spirit traits, incorporeal, SR 20 Saves: Fort +8, Ref +14, Will +17 Abilities: Str —, Dex 24, Con 18, Int 16, Wis 20, Cha 22 Skills: Bluff +27, Concentration +23, Diplomacy +29, Hide +18, Knowledge (nature) +32, Listen +26, Sense Motive +24, Spot +26, Survival +32* Feats: Alertness, Combat Casting, Empower Spell, Great Fortitude, Iron Will, Lightning Reflexes Environment: Any Organization: Solitary Challenge Rating: 12 Treasure: None Alignment: Usually neutral Advancement: 17–20 HD (Huge) Level Adjustment: —</p>	<p>Nature Spirit, Greater Huge Spirit (Incorporeal) Hit Dice: 21d8+84 (178 hp) Initiative: +8 Speed: Fly 100 ft. (perfect) (20 squares) Armor Class: 23 (–2 size, +8 Dex, +7 deflection), touch 23, flat-footed 15 Base Attack/Grapple: +15/— Attack: Incorporeal touch +19 melee (1d8 Wisdom drain) Full Attack: Incorporeal touch +19 melee (1d8 Wisdom drain) Space/Reach: 5 ft./5 ft. Special Attacks: Spell-like abilities, wisdom drain Special Qualities: Spirit traits, incorporeal, SR 25 Saves: Fort +9, Ref +16, Will +20 Abilities: Str —, Dex 26, Con 18, Int 17, Wis 22, Cha 24 Skills: Bluff +33, Concentration +28, Diplomacy +35, Hide +24, Knowledge (nature) +37, Listen +32, Sense Motive +30, Spot +32, Survival +38* Feats: Alertness, Combat Casting, Empower Spell, Enlarge Spell, Great Fortitude, Iron Will, Lightning Reflexes, Maximize Spell Environment: Any Organization: Solitary Challenge Rating: 17 Treasure: None Alignment: Usually neutral Advancement: 22–23 HD (Huge) Level Adjustment: —</p>	<p>Nature Spirit, Elder Huge Spirit (Incorporeal) Hit Dice: 24d8+96 (204 hp) Initiative: +9 Speed: Fly 100 ft. (perfect) (20 squares) Armor Class: 29 (–2 size, +9 Dex, +12 deflection), touch 29, flat-footed 20 Base Attack/Grapple: +18/— Attack: Incorporeal touch +23 melee (1d10 Wisdom drain) Full Attack: Incorporeal touch +23 melee (1d10 Wisdom drain) Space/Reach: 5 ft./5 ft. Special Attacks: Spell-like abilities, wisdom drain Special Qualities: Spirit traits, incorporeal, SR 30 Saves: Fort +11, Ref +19, Will +23 Abilities: Str —, Dex 28, Con 18, Int 18, Wis 24, Cha 26 Skills: Bluff +37, Concentration +31, Diplomacy +39, Hide +28, Knowledge (arcana) +31, Knowledge (nature) +41, Listen +36, Sense Motive +34, Spot +36, Survival +42* Feats: Alertness, Combat Casting, Empower Spell, Enlarge Spell, Great Fortitude, Iron Will, Lightning Reflexes, Maximize Spells, Quicken Spell Environment: Any Organization: Solitary Challenge Rating: 22 Treasure: None Alignment: Usually neutral Advancement: 25+ HD (Huge) Level Adjustment: —</p>

QUESTING BEAST

Medium Manifestation

Hit Dice:	30d10+360 (525)
Initiative:	+8
Speed:	60 ft. (12 squares)
Armor Class:	34 (+4 Dex, +30 natural), touch 14, flat-footed 30
Base Attack/Grapple:	+30/+31
Attack:	No physical attacks
Full Attack:	No physical attacks
Space/Reach:	5 ft./5 ft.
Special Attacks:	Geas
Special Qualities:	Manifestation, alternate form, damage reduction 20/magic, immunities, regeneration, scent, spell-like abilities, SR 30
Saves:	Fort +31, Ref +18, Will +21
Abilities:	Str 12, Dex 18, Con 35, Int 12, Wis 14, Cha 14
Skills:	Balance +20, Climb +17, Concentration +28, Hide +20, Jump +17, Listen +26, Move Silently +20, Spot +26*, Survival +21*, Swim +19
Feats:	Alertness, Dodge, Endurance, Great Fortitude, Greater Spell Penetration, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Run, Spell Penetration
Environment:	Any land
Organization:	Solitary
Challenge Rating:	17
Treasure:	None
Alignment:	Always neutral
Advancement:	31+ HD (Large)
Level Adjustment:	—

The questing beast has no particular appearance, though many claim that it has a serpent's head, a leopard's body, the hind end of a lion, and feet like a hart. In reality, it can appear as a white hart, a wyrm, or any normal or odd-looking creature of the GM's imagination — any appearance is possible. However, the creature's chosen form is more often a side effect of what the targeted questing knight seeks, for questing knights are their preferred victims. In fact, legends say that Sir Du'Glouse and his hounds chased the beast for many decades, the beast having deluded the knight into believing it was the knight's kidnapped beloved.

This one-of-a-kind creature has no lair, needs no sleep, and is always on the go, so it can appear almost anywhere. When desired, the questing beast emanates the sound of thirty hunting hounds as it travels; the creature does this as a means to attract a knight's attention.

The questing beast cannot speak.

COMBAT

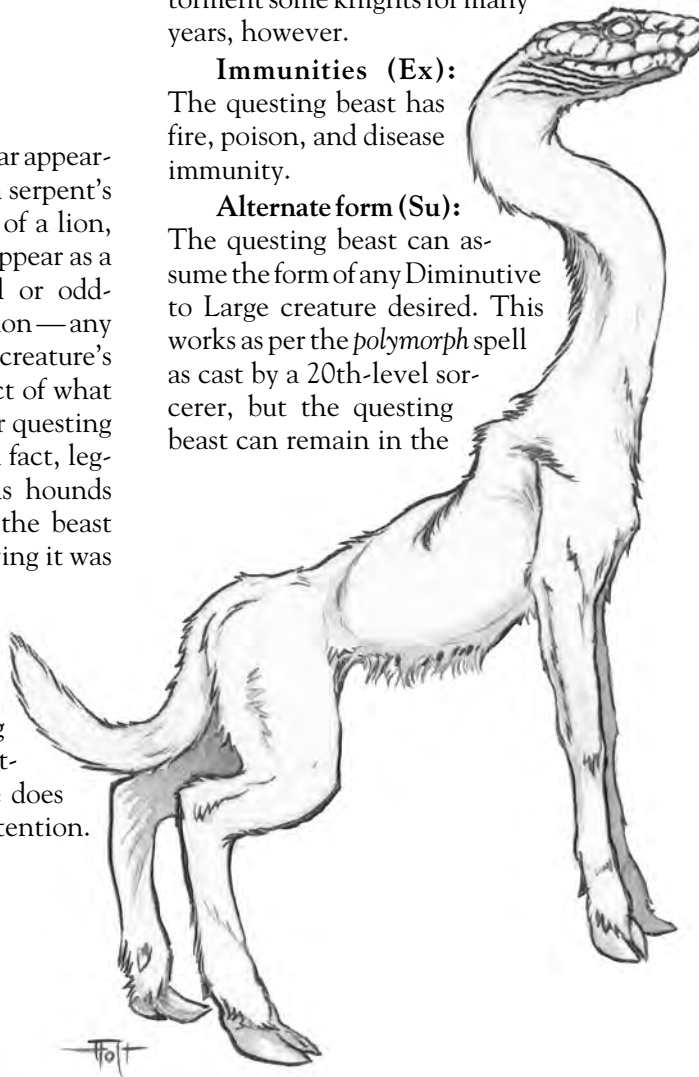
The questing beast does not fight. Instead, it uses its geas attack to get a chosen subject to follow it.

Manifestation: Manifestations have low-light vision and are immune to illusions (spells, spell-like abilities, and supernatural abilities). Manifestations are immune to poison, sleep, paralysis, stunning, and mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). Additionally, manifestations never tire, so they require no sleep; nor do they require any sustenance.

Geas (Su): The questing beast can geas an individual to follow it, as per the *geas/quest* spell cast by a 20th-level sorcerer. As per the spell, failure to follow the creature causes the geased subject to suffer penalties (See the *Player's Handbook*, Chapter 11, *geas/quest* spell). If the subject avidly follows and hunts the creature, it often releases the subject from the geas within a year and a day. It has been known to torment some knights for many years, however.

Immunities (Ex): The questing beast has fire, poison, and disease immunity.

Alternate form (Su): The questing beast can assume the form of any Diminutive to Large creature desired. This works as per the *polymorph* spell as cast by a 20th-level sorcerer, but the questing beast can remain in the



chosen form indefinitely. It can assume a new form as a standard action.

Regeneration (Ex): No form of attack deals normal damage to the questing beast. The questing beast regenerates even if disintegrated or slain with death magic: These attack forms merely knock it unconscious and set its total nonlethal damage to 585 points (unless it already has more nonlethal damage than that). It is immune to effects that produce incurable or bleeding wounds, such as a *sword of wounding*, mummy rot, or a clay golem's wound ability. The questing beast can be permanently slain only by raising its nonlethal damage total to 870 points

and using a *wish* or *miracle* to keep it dead. If the questing beast loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

Spell-Like Abilities: At will — *blink*, *detect thoughts*, *fog cloud*, *obscuring mist*. These spells are cast as an 18th-level sorcerer.

Skills: The questing beast receives a +8 racial bonus to Listen and Spot checks. *The questing beast also receives a +8 racial bonus to Spot and Survival checks when tracking by scent, due to their keen sense of smell.

WYRMS

Wyrms are winged or wingless chromatic dragon kin. They are renowned for size, great strength, and their tempers. In comparison to their dragon cousins, they are not as intelligent, and they do not possess any magical abilities. Lesser wyrms are much smaller than their true dragon kin, rarely growing larger than 20 feet long, while greater wyrms are often larger (the oldest reaching almost 200 ft. in length) and are tougher to defeat in physical combat than their dragon kin. Wyrms are the favored dragon type to use in this setting. True dragons do exist, but they are extremely rare.

Most wyrms breathe fire, no matter their coloring, but some spew toxic gases and others spit acid; they are hard to predict. Most wyrms are black, red, green, or yellow. Other colors are possible, though no metallic wyrms exist.

Wyrms love fighting, eating, and treasure—in that order. Those that are intelligent enough to be capable of speech speak Draconic.

TABLE 8-1: WYRM AGE CATEGORIES

Category	Age	(Years)
1	Wyrmling	0-3
2	Very young	4-11
3	Young	12-20
4	Juvenile	21-35
5	Young adult	36-80
6	Adult	81-180
7	Mature adult	181-300
8	Old	301-500
9	Very old	501-700
10	Ancient	701-900
11	Wyrms	901-1100
12	Great wyrm	1,101+

TABLE 8-2: WYRM SPACE AND REACH

Size	Space/Reach
Tiny	2 1/2 ft./0 ft. (5 ft. with bite)
Small	5 ft./5 ft.
Medium	5 ft./5 ft.
Large	10 ft./5 ft. (10 ft. with bite)
Huge	15 ft./10 ft. (15 ft. with bite)
Gargantuan	20 ft./15 ft. (20 ft. with bite)
Colossal	30 ft./20 ft. (30 ft. with bite)

A wyrm's bite attack has reach as if the creature were once size category larger. All other attacks are made with the standard reach for the wyrm's size.

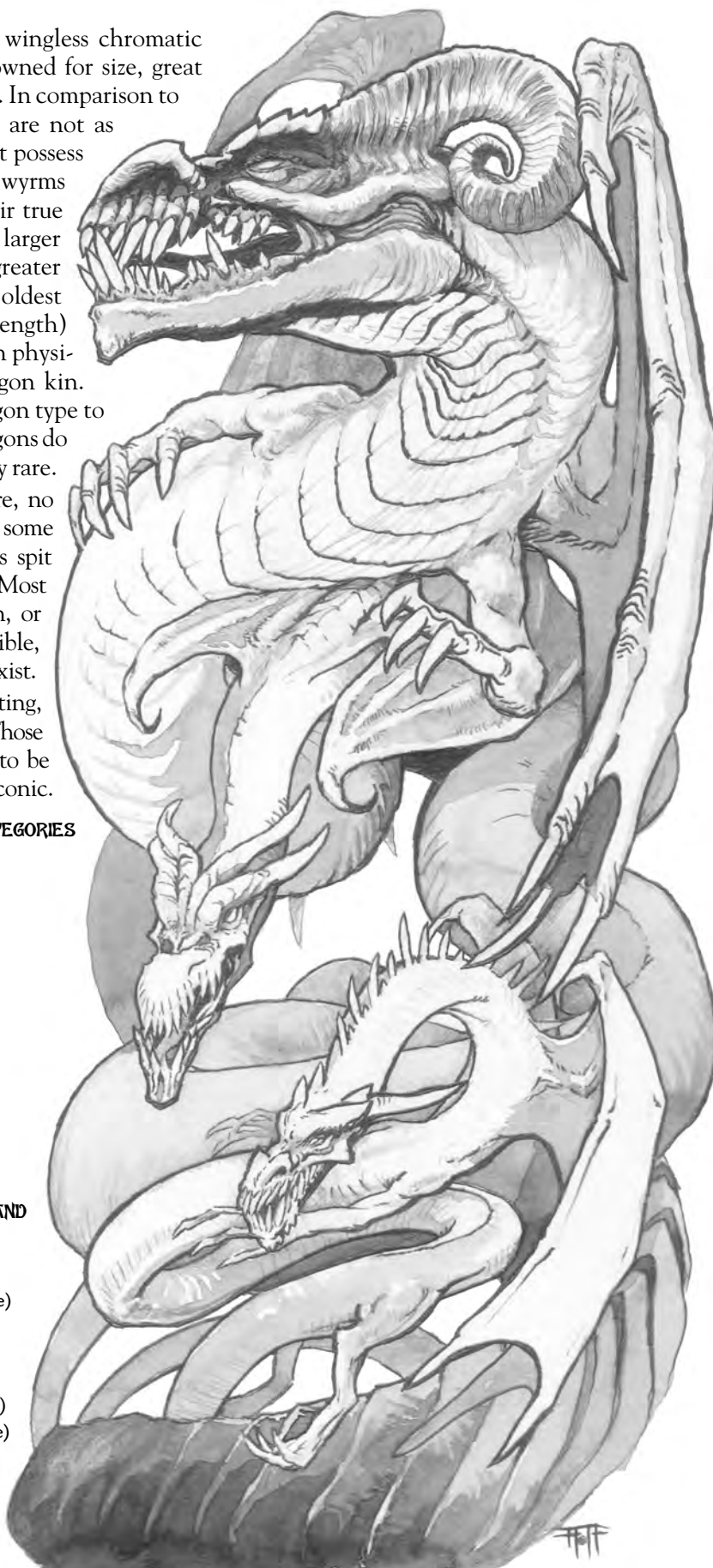


TABLE 8-3: WYRM ATTACKS

Size	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Tiny	1d6	1d4	—	—	—	—
Small	1d8	1d6	1d4	—	—	—
Medium	1d10	1d8	1d6	1d8	—	—
Large	2d8	1d10	1d8	1d10	—	—
Huge	2d10	2d8	1d10	2d8	2d10	2d6
Gargantuan	4d8	2d10	2d8	2d10	4d8	2d8
Colossal	4d10	4d8	2d10	4d8	4d10	2d10

COMBAT

Wyrm use their bite and powerful claws in combat. They also use their breath weapons when possible.

Bite: Bite attacks deal the listed damage plus the wyrm's Strength bonus. The wyrm can also use its bite to snatch opponents (see the descriptions of feats below). Bite attacks use the full attack bonus.

Claw: Claw attacks deal the listed damage plus half the wyrm's Strength bonus (round down). The wyrm also can use its claws to snatch opponents (see the descriptions of feats below). Claw attacks are at -2 to the attack bonus.

Wing: The wyrm can slam opponents with its wings, even while flying. Wing attacks deal the listed damage plus half the wyrm's Strength bonus (round down) and are at -2 to the attack bonus.

Tail Slap: The wyrm can slap one opponent each round with its tail. A tail slap deals the listed damage plus $1\frac{1}{2}$ times the wyrm's Strength bonus (round down) and is at -2 to the attack bonus.

Crush: A flying or jumping wyrm of at least Huge size can land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more sizes smaller than the wyrm (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the wyrm's body (see Table 8-2: Wyrm Space and Reach above). Creatures in the affected area must succeed at a Reflex save against a DC equal to that of the wyrm's breath weapon or be pinned, automatically taking bludgeoning damage during the next round unless the wyrm moves off them. If the wyrm chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take crush damage each round if they fail to escape.

A crush attack deals the listed damage plus $1\frac{1}{2}$ times the wyrm's Strength bonus (round down).

Tail Sweep: A wyrm of at least Huge size can sweep with its tail as a standard action. The sweep affects a half circle with a radius of 30 feet, centered on the wyrm's rear. A Gargantuan wyrm's tail sweep has a 40-foot radius; A Colossal wyrm's tail sweep has a 50-foot radius. Creatures within the swept area are affected if they are four or more sizes smaller than the wyrm. The sweep automatically deals the listed damage plus $1\frac{1}{2}$ times the wyrm's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage, against a DC equal to that of the wyrm's breath weapon.

Grappling: Wyrms do not favor grapple attacks, though their crush attack and Snatch feat (see the descriptions of feats) use normal grapple rules.

If grappled by a creature the same size or larger, a wyrm can return the attack with its bite and all four legs (the rear legs deal claw damage). If snatched or crushed by a larger wyrm, a wyrm can respond only with grapple attacks to try winning free, or with bite or breath weapon attacks. If grappled by a creature smaller than itself, the wyrm can respond with any of its physical attacks other than a tail sweep.

A wyrm can always use its breath weapon while grappling, provided it succeeds at a Concentration check.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a wyrm breathes, it can't breathe again until 1d3 rounds later. If the wyrm has more than one type of breath weapon, it can still breathe only once every 1d3 rounds. A blast from a breath weapon always starts at the wyrm's mouth and extends in a direction of the wyrm's choice, with an area as noted below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the wyrm's age and type, listed in the individual entry. Saves against nondamaging breath weapons use the same DC, but the types vary as noted in the variety descriptions.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the wyrm's size. Wyrms that spit acid usually do so in lines, wyrms that breathe poison gas usually do so in cones, and a wyrm that breathes fire may have its breath weapon take either form.

TABLE 8—4: WYRM BREATH WEAPONS

Wyrms Size	Line ¹ (Length)	Cone ² (Length)
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	100 ft.	50 ft.
Gargantuan	120 ft.	60 ft.
Colossal	140 ft.	70 ft.

¹A line is always 5 feet high and 5 feet wide.

²A cone is as high and wide as its length.

Frightful Presence (Ex): A young adult or older wyrm can unsettle foes with its mere presence. The ability takes effect automatically whenever the wyrm attacks, charges, or flies overhead. Creatures within a radius of 30 ft. x the wyrm's age category are subject to the effect if they have fewer HD than the wyrm.

A potentially affected creature that succeeds at a Will save (DC 10 + 1/2 wyrm's HD + wyrm's Charisma modifier) remains immune to that wyrm's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Wyrms ignore the frightful presence of other wyrms.

Immunities (Ex): All wyrms are immune to sleep and paralysis effects. Each variety of wyrm is immune to one or two additional forms of attack no matter what its age, as listed in its description.

Blindsight (Ex): A wyrm can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 40 ft. x the wyrm's age category.

Keen Senses (Ex): A wyrm sees four times as well a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 120 feet x the wyrm's age category.

WYRM OVERLAND MOVEMENT

Greater wyrms are exceedingly strong flyers and can cover vast distances quickly; lesser wyrms cannot fly.

TABLE 8—5: GREATER WYRM OVERLAND FLYING SPEEDS

Flight Speed	110 feet	160 feet	210 feet	260 feet
One Hour				
Normal	15 miles	20 miles	30 miles	40 miles
Hustle	24 miles	40 miles	60 miles	80 miles
One Day				
Normal	120 miles	160 miles	240 miles	320 miles

Greater wyrms do not tire as quickly as other creatures when moving overland. If a greater wyrm attempts a hustle or forced march, check for nonlethal damage once every 2 hours instead of every hour.

WYRM SOCIETY

The competitive, combative wyrms lead solitary existences, for they have no notion of cooperation or sharing. Even when mating, wyrms do not remain together for more than a week. When the female lays her clutch of 1d4+1 eggs, she places them in a place of relative safety and abandons them. When they hatch, they either fight to the death, with the winner eating the defeated before leaving the nest, or they rush out into the surrounding world to quench their ravenous hunger.

WYRMHIDE

Armorsmiths can work with wyrmhide to produce masterwork armor or shields for the normal cost. One wyrm produces enough hide for a single suit of masterwork hide armor for a creature up to one size smaller than the wyrm. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature up to two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, there is enough hide to produce a small or large masterwork shield in addition to the armor, provided that the wyrm is of at least Large size.

LESSER WYRM

Dragon

Environment: Any land or underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 1; Very young 3; Young 5; Juvenile 7; Young adult 9; Adult 11; Mature adult 13; Old 15; Very old 17; Ancient 19; Wyrm 21; Great wyrm 23

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: Wyrmling 1–2 HD (Small); Very young 3–4 HD (Medium-size); Young 5–6 HD (Medium-size); Juvenile 7–8 HD (Medium-size); Young adult 9–10 HD (Large); Adult 11–12 HD (Large); Mature adult 13–14 HD (Huge); Old 15–16 HD (Huge); Very old 17–18 HD (Huge); Ancient 19–20 HD (Huge); Wyrm 21–22 HD (Gargantuan); Great wyrm 23+ HD (Gargantuan)

Level Adjustment: —

Breath Weapon (Su): A lesser wyrm has one type of breath weapon, which may be a line or cone of fire, acid or acidic gas. The type of breath weapon is determined when the wyrm is created, and cannot be changed.

TABLE 8-6: LESSER WYRMS BY AGE

Age	Size	Hit Dice (hp)	AC	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	T	1d12+1(7)	15 (+2 size, +3 natural)	+1/-6	+4	+3	+2	+2	1d8 (14)	—
Very young	S	3d12+6(25)	17 (+1 size, +6 natural)	+3/1	+6	+5	+3	+3	3d8 (16)	—
Young	M	5d12+15(47)	19 (+9 natural)	+5/8	+8	+7	+4	+4	5d8 (18)	—
Juvenile	M	7d12+28(73)	22 (+12 natural)	+7/11	+11	+9	+5	+5	7d8 (20)	—
Young adult	L	9d12+45(103)	24 (-1 size, +15 natural)	+9/18	+13	+11	+6	+6	9d8 (23)	21
Adult	L	11d12+66(137)	27 (-1 size, +18 natural)	+11/21	+16	+13	+7	+7	11d8 (25)	23
Mature adult	H	13d12+91(175)	29 (-2 size, +21 natural)	+13/28	+18	+15	+8	+9	13d8 (27)	25
Old	H	15d12+120(217)	32 (-2 size, +24 natural)	+15/31	+21	+17	+9	+10	15d8 (29)	27
Very old	H	17d12+153(263)	35 (-2 size, +27 natural)	+17/34	+24	+19	+10	+11	17d8 (31)	29
Ancient	H	19d12+190(313)	38 (-2 size, +30 natural)	+19/37	+27	+21	+11	+12	19d8 (33)	31
Wyrmling	G	21d12+231(367)	39 (-4 size, +33 natural)	+21/44	+28	+23	+12	+13	21d8 (36)	33
Great wyrmling	G	23d12+276(425)	42 (-4 size, +36 natural)	+23/47	+31	+25	+13	+14	23d8 (37)	35

TABLE 8-7: LESSER WYRM ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	SR
Wyrmling	40 ft., burrow 20 ft.	12	10	13	4	10	10	—	—
Very young	40 ft., burrow 20 ft.	14	10	15	4	10	10	—	—
Young	40 ft., burrow 20 ft.	16	10	17	5	10	12	—	—
Juvenile	40 ft., burrow 20 ft.	18	10	19	5	11	14	—	—
Young adult	40 ft., burrow 20 ft.	20	10	21	6	11	14	DR 5/magic	18
Adult	40 ft., burrow 20 ft.	22	10	23	6	11	16	—	20
Mature adult	40 ft., burrow 20 ft.	24	10	25	7	12	16	DR 10/magic	21
Old	40 ft., burrow 20 ft.	26	10	27	7	12	18	—	22
Very old	40 ft., burrow 20 ft.	28	10	29	8	12	18	DR 15/magic	24
Ancient	40 ft., burrow 20 ft.	30	10	31	8	13	20	—	25
Wyrmling	40 ft., burrow 20 ft.	32	10	33	9	13	20	DR 20/magic	27
Great wyrmling	40 ft., burrow 20 ft.	34	10	35	9	13	22	—	30

GREATER WYRM

Dragon

Environment: Any land or underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); Adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings: Wyrmling 3; Very young 4; Young 6; Juvenile 8; Young adult 11; Adult 12; Mature adult 16; Old 18; Very old 19; Ancient 21; Wyrmling 23; Great wyrmling 25

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: Wyrmling 7-8 HD (Small); Very young 10-11 HD (Medium-size); Young 13-14 HD (Medium-size); Juvenile 16-17 HD (Large); Young adult 19-20 HD (Large); Adult 22-23 HD (Huge); Mature adult 25-26 HD (Huge); Old 28-29 HD (Huge); Very old 31-32 HD (Huge); Ancient 34-35 HD (Gargantuan); Wyrmling 37-38 HD (Gargantuan); Great wyrmling 40+ HD (Gargantuan)

Level Adjustment: —

Breath Weapon (Su): A greater wyrmling has one type of breath weapon, which may be a line or cone of fire, acid or acidic gas. The type of breath weapon is determined when the wyrmling is created, and cannot be changed.

TABLE 8—8: GREATER WYRMS BY AGE

Age	Size	Hit Dice (hp)	AC	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	S	6d12+12(51)	16 (+1 size, +5 natural)	+6/5	+10	+6	+5	+5	2d8 (14)	—
Very young	M	9d12+27 (85)	18 (+8 natural)	+9/13	+13	+8	+6	+6	4d8 (16)	—
Young	M	12d12+36 (114)	21 (+11 natural)	+12/17	+17	+10	+8	+9	6d8 (18)	—
Juvenile	L	15d12+60 (157)	23 (-1 size, +14 natural)	+15/25	+20	+12	+9	+11	8d8 (20)	—
Young adult	L	18d12+90 (207)	26 (-1 size, +17 natural)	+18/30	+25	+15	+11	+13	10d8 (23)	21
Adult	H	21d12+126 (262)	28 (-2 size, +20 natural)	+21/38	+28	+17	+12	+15	12d8 (25)	23
Mature adult	H	24d12+144 (300)	31 (-2 size, +23 natural)	+24/43	+33	+19	+14	+17	14d8 (27)	25
Old	H	27d12+189 (364)	34 (-2 size, +26 natural)	+27/48	+38	+21	+15	+19	16d8 (29)	27
Very old	H	30d12+210 (405)	37 (-2 size, +29 natural)	+30/52	+42	+23	+17	+21	18d8 (31)	29
Ancient	G	33d12+264 (478)	38 (-4 size, +32 natural)	+33/60	+44	+25	+18	+23	20d8 (33)	31
Wyrmling	G	36d12+324 (558)	41 (-4 size, +35 natural)	+36/64	+48	+28	+20	+25	22d8 (36)	33
Great wyrmling	G	39d12+351 (604)	44 (-4 size, +38 natural)	+39/68	+52	+29	+21	+27	24d8 (37)	35

TABLE 8—9: GREATER WYRM ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	SR
Wyrmling	40 ft., fly 110 ft. (average), burrow 20 ft.	17	10	14	9	11	10	—	—
Very young	40 ft., fly 160 ft. (poor), burrow 20 ft.	19	10	16	9	11	10	—	—
Young	40 ft., fly 160 ft. (poor), burrow 20 ft.	21	10	16	9	13	12	DR 2/magic	—
Juvenile	40 ft., fly 160 ft. (poor), burrow 20 ft.	23	10	18	10	15	14	—	—
Young adult	40 ft., fly 160 ft. (poor), burrow 20 ft.	26	10	20	10	15	14	DR 5/magic	21
Adult	40 ft., fly 160 ft. (poor), burrow 20 ft.	29	10	22	10	17	16	—	22
Mature adult	40 ft., fly 160 ft. (poor), burrow 20 ft.	33	10	22	11	17	16	DR 10/magic	26
Old	40 ft., fly 160 ft. (poor), burrow 20 ft.	36	10	24	11	19	18	—	28
Very old	40 ft., fly 160 ft. (poor), burrow 20 ft.	38	10	24	11	19	18	DR 15/magic	29
Ancient	40 ft., fly 210 ft. (clumsy), burrow 20 ft.	40	10	26	12	21	20	—	31
Wyrmling	40 ft., fly 210 ft. (clumsy), burrow 20 ft.	42	10	28	12	21	20	DR 20/magic	33
Great wyrmling	40 ft., fly 210 ft. (clumsy), burrow 20 ft.	44	10	28	12	23	22	—	35

Legal Appendix

This edition of *Relics & Rituals: Excalibur* is produced under version 1.0a, 4.0 and/or draft versions of the Open Game License, the d20 System Trademark License, d20 System Trademark Logo Guide and the System Reference Document by permission from Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license, guide and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Any and all Sword and Sorcery Studio logos and identifying marks and trade dress, including all Sword and Sorcery Studio Product and Product Line names including but not limited to *Relics and Rituals: Excalibur*, *Creature Collection Revised*, *Creature Collection 2: Dark Menagerie*, *Creature Collection 3: Savage Bestiary*, *Relics and Rituals and Relics and Rituals 2: Lost Lore*; any specific characters, monsters, creatures, and places; original names of places, artifacts, characters, races, countries, creatures, geographic locations, gods, historic events, magic items, organizations, spells, feats, and abilities; any and all stories, storylines, plots, thematic elements and dialogue; all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, symbols or graphic designs, except such elements that already appear

in the d20 System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

Designation of Open Game Content: Subject to the Product Identity designation above, the entirety of *Relics & Rituals: Excalibur* is designated as Open Game Content with the exception of the names and descriptions of the characters Daeos and Druena and the names and descriptions of the anhardd, cellwair, daoine sidhe, lledrith sidhe and meinedd; and anything else contained herein that is already Open Game Content by virtue of appearing in the System Reference Document or some other OGC source.

Some portions of this book that are delineated OGC originate from the System Reference Document and are ©1999–2004 Wizards of the Coast, Inc. The remainder of these OGC portions of this book is hereby added to Open Game Content, and if so used, should bear the COPYRIGHT NOTICE “**Relics & Rituals: Excalibur** Copyright 2004, White Wolf Publishing, Inc.”

All contents of this book, regardless of designation, are copyrighted year 2004 by White Wolf Publishing, Inc. All rights reserved. Reproduction or use without the written permission of the publisher is expressly forbidden, except for the purpose of review or use of OGC consistent with the OGL.

OPEN GAME LICENSE VERSION 1.0

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

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

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

3. Offer and Acceptance: By using the Open Game Content you indicate your acceptance of the terms of this License.

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000–2004, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Original Spell Name Compendium Copyright 2002 Necromancer Games, Inc.; based on spells from the *Player’s Handbook* that were renamed in the System Reference Document, found on the legal page of www.necromancergames.com.

Relics & Rituals: Excalibur Copyright 2004, White Wolf Publishing, Inc.



THREE ERAS...

ADVENTURE! d20

A NEW ERA BEGINS IN THE 1920s — AN ERA OF WONDER, WHEN MEN ARE FORTHRIGHT AND WOMEN ARE COURAGEOUS. AN ERA OF GLOBE TROTTERING EXPLORATION AND MAD SCIENCE. AN ERA IN WHICH EXCITEMENT IS FOUND FROM THE SKYSCRAPER PENTHOUSES OF NEW YORK CITY TO THE SWELTERING JUNGLES OF THE CONGO.

WW16705; ISBN 1-58846-957-3; AVAILABLE IN MAY

ONE WORLD...

ABERRANT d20

IN THE DAWN OF THE 21ST CENTURY, SELECT HUMANS ERUPT WITH INCREDIBLE POWERS PREVIOUSLY SEEN ONLY IN COMICS AND MOVIES. THESE RARE "NOVAS" ARE ALL TOO REAL, HOWEVER, AND THEIR ABILITIES AND PERSONALITIES WILL CHANGE THE WORLD FOREVER.

WW16706; ISBN 1-58846-965-4; AVAILABLE IN JUNE

YOUR GAME...

TRINITY d20

IN THE 22ND CENTURY, HUMANITY HAS VENTURED TO THE STARS. YET AMID THE WONDERS OF THIS NEW AGE, MANKIND FACES MANY DANGERS FROM WITHIN AND WITHOUT. ALIEN RACES, FRACTIOUS COLONIES, RUTHLESS CORPORATION AND ABERRANT MUTATIONS VIE FOR POWER, WHILE A NEW BREED OF HUMANS — ARMED WITH POTENT PSYCHIC POWERS — STANDS TO MAKE THE FUTURE ITS OWN.

WW16707; ISBN 1-58846-971-9; AVAILABLE IN AUGUST

