



BY CHARLES RICE

COVER DESIGN:
JEREMY SIMMONS

INTERIOR ARTWORK:
RACKHAM, ARTHUR (1867-1939),
RHEAD, GEORGE WOOLSCROFT
(1854-1920) & LOUIS (1857-1926),
BRICKDALE, ELEANOR (1872-1945)

EDITING:
CHARLES BAIZE

LAYOUT:
CHRIS DAVIS

PLAY TESTING:
CHARLES BAIZE, CHRIS DERNER, CHRIS HOOVER, RYAN
KELLEY, ETHAN RIPPLINGER, AARON WICCINS, TOM
HANLIN, PAULA RICE, ANDREW T. SMITH, JEREMY
SUMMERS, RON FESTA, CHRIS VILLANUEVA, BILL
HAWKINS, GLENN "ZEN" LINDER.

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INTRODUCTION

Welcome to an England that never was, and a time there will never be. In the 13th century, a growing fascination swept Europe centering on the court of a legendary king: Arthur. He had a Round Table surrounded by the best knights in the entire world, he ruled England with wisdom and justice, repelling both Roman influence and Saxon invaders with equal strength. He sought the Holy Grail, filled with the blood of the divine, and he was one with the land of his kingdom. And all was undone over the betrayal of the two people he loved best in the world. Since Chretien de Troyes first wrote of the San Graal in the 13th century, each generation has added its own

tales to the Arthurian cycle, from Sir Gawain and the Green Knight, written anonymously around the 14th century, to Sir Thomas Malory's *Le Morte d'Arthur*, and the 19th century's *Idylls of the King* by Alfred Lord Tennyson. Even today, Arthurian legend continues to be crafted, in movies such as *Excalibur*, and every week in newspapers around the world with *Prince Valiant*. Arthur may be, as T.H. White called him, the "Once and Future King", but in many ways, the boy who never existed has never stopped being king since he first appeared in our consciousness.

ARTHURIAN TRADITIONS

There are many versions of Arthurian legend, to the extent that it would be difficult to even list all versions of the tale here. However, through the course of this work, three traditions have been used again and again, and would be as useful to players and game masters of this game as they were to me.

LATE MEDIEVAL ROMANCE TRADITION

This work achieved its ultimate under Malory's *Le Morte d'Arthur*, but also finds expression in the French tales of Lancelot, and the brilliant *Sir Gawain and the Green Knight*, written by an unknown

*And down a streetway hung with folds of pure
White samite, and by fountains of running wine,
Where children sat in white with cups of gold,
Moved to the lists, and there with slow sad steps
Ascending, fill'd his double-dragon'd chair.*

*He glanced and saw the stately galleries,
Dame, damsel, each thro' worship of their Queen
White-robed in honor of the stainless child,
And some with scattered jewels, like a bank
Of maiden snow mingled with sparks of fire.*

-Alfred Lord Tennyson, Idylls of the King

medieval writer. Malory is the template for this tradition because he used all the other contemporary sources in his telling, but the other works are interesting for a different perspective. In *Sir Gawain and the Green Knight*, for example, King Arthur is bumbling, childlike, and cruel. Quite a different take on the boy king of romance.

VICTORIAN TRADITION

This tradition, though riddled with works dripping with sentimentality, finds its ultimate expression in Alfred Lord Tennyson's *Idylls of the King*, which provides a startlingly realistic, in some cases stark, telling of the tale. There is no ruse with Uther changing shape to seduce Igraine in Tennyson. When her castle is taken and her husband is dead, Tennyson points out that Igraine had no one to call to for aid *but* Uther, and this depiction of Arthur's birth in rape provides an important context to this version of the tale.

MODERN TRADITION

Modern tales of Arthur have focused on different aspects of the story never explored in earlier traditions. In both Malory and Tennyson, for example, Arthur appears more or less “fully formed”, with the stories beginning with his ascension to the throne. Modern works such as T.H. White's *The Once and Future King*, and the children's movie based on it, *The Sword and the Stone* deal extensively with Arthur's upbringing and education. In addition to the previously cited works, those interested in a rich, vivid telling of the tale should also see the movie *Excalibur*, which does an excellent job of giving you the whole tradition in a short time span, and reconciles some of the differences between the various traditions in interesting and innovative ways. Lastly

in this category I would be remiss if I did not mention *Prince Valiant*, originally created by Hal Foster, but still in print today in newspapers around the world. These stories are of particular interest to any potential GM of Arthurian adventure, because they provide an example of the richness of the setting, while using the established major characters very sparingly, with Valiant and his companions traveling much of the world, interacting with desert nomads in the Sahara, whaling tribes in Greenland, and visiting the exotic East of India and China.

AUTHOR'S NOTE ABOUT “THE REAL” ARTHUR

There are hundreds of books written each year seeking the “real King Arthur”. Many people wonder if there is a real boy king, a real round table, a real Camelot. Arthur is mentioned as a real king in historical texts, which place his reign somewhere

in the 5th century. This was where Malory set his tales, in the time of Saxon invasions and departed Roman leaders. However, the tales were not written as if set in the 5th century, and Arthurian legend was not written that way either. Malory wrote his tales as if they were taking place in the England of the 15th century in which he lived, with heavy cavalry, kings and dukes and English feudalism. To this he added many things that *never* existed, such as giants, witches, demons, and maids who lived underwater. So, as interesting as the search for a real Arthur (if there ever was one) might be, I wrote this game in the spirit of the legends, filled with magic and historical anachronisms. Arthurian England is as much a real place as Oz, and historical commentary has as much interest, and as much use, in sorting it out.

-CHUCK



CHAPTER 1: CHARACTERS



BLOODLINE

A bloodline represents the lineage a character holds, not just from his mother and father, but a heritage handed down from ages and ages past. In Arthurian legend, bloodline is not just an accident of birth, but a combination of destiny, opportunity, and determination. Characters rise from the son of a lowly blacksmith or dishwasher to become a Knight of the Table Round, and mighty kings are led into desolation and servitude.

Effects to starting wealth: In Excalibur, a character's starting wealth is determined by his bloodline, not his profession. Each bloodline rolls a set number of dice for starting wealth, then multiplies that roll by the character's nobility. Since both nobility and wealth are determined randomly, this makes for large swings in wealth representative of the middle ages. A middle class character could begin play with more wealth than a peer (though this is unlikely).

BASE/CRIMINAL LINEAGE

You are the lowest of the low, completely without standing. If you died tomorrow no one would notice. You deal with garbage and burial of the dead, if you can find an honest means of sustenance at all. Even the life of a serf would seem a paradise to you.

Personality: Criminals tend to keep to themselves, only interacting with their own kind. Usually they have no choice in this, since their betters want to deal with them as little as possible. However, criminals prefer to avoid their betters whenever possible,

since the slightest misstep could lead to the harshest punishment, and there is no recourse to redress wrongful punishment. When criminals must deal with those of high station, they will say as little as possible, speaking only when spoken to.

Physical Description: Criminals are filthy and bedraggled, living in shantytowns or garbage dumps that are both home, place of work (if any is to be had), and source of food (if you can call it that). In larger cities, such as London, these lost souls can be seen wandering the streets, begging, looking for scraps, or simply lost in their own world.

Relations: Criminals have little in the way of relations with other bloodlines. Even serfs want nothing to do with this scum, many of whom fled serfdom for a perceived better life in the city. To the serf, these miscreants serve as a bitter reminder that, although their lot is hard, could be much worse, and that there is a natural order to things that is best obeyed.

Lands: The closest things criminals have to "lands" are the garbage dumps found near large cities. Those that find work are frequently paid to haul garbage and dead bodies to the dump in wheelbarrows, a job no one would want if they had any other means of survival because of the rampant disease suffered by those who do it.

Religion: Criminals are outside the societal structure, and as such face less pressure, peer and otherwise, to conform to standard religious practices. Where a serf might face the displeasure of his peers or even a beating from a superior for not attending Mass, a criminal would not be allowed in a church anyway. So if criminals practice religion it is alone, in small groups among their own kind or at the behest of a missionary. When a missionary comes, since

he might be bearing alms (gifts given to the poor), a strong religious showing will be seen, however.

Adventurers: If a criminal is to improve his station, adventuring is one of the only ways to do so. Although some have family that they seek to bring up out of abject poverty, most criminals who succeed as adventurers want nothing to do with their background and former life. Rogue is by far the most common profession among adventurers of this background, although not usually by a conscious decision. Rather, these folk tend to fall into petty crime and if they have talent, work their way out of the shantytowns and dumps.

LINEAGE TRAITS

1 bonus feat at 1st level.

1 bonus feat from the following list: Acrobatic, Agile, Alertness, Deceitful, Deft Hands, Nimble Fingers, Self-Sufficient, Stealthy.





Survivor: +2 bloodline bonus to Survival, Spot, and Search checks. A quick eye and a determination to rise above have kept you alive this far.

Illiteracy: You must spend 2 skill points before being able to read and write all the languages you speak.

Limited Resources: You receive 2d6 times your nobility in starting funds. The minimum starting wealth for a criminal is 22 gp (2x11), the average is 105 gp (7x15), and the maximum is 240 gp (12x20). Charisma modifiers to nobility could further adjust these numbers up or down.

Nobility: Base Lineage starting nobility is 11-20
+2 Dexterity, -2 Charisma: you have grown up nimble and quick, but no one wants to be associated with you.

Favored Class: Rogue.

COMMON/SERF LINEAGE

You are descended from common workers, the serfs and tenant farmers that make up the majority of the population. Your family might own a small plot of land, but you are still required to provide service to your lord.

Personality: Commoners tend to be reserved when around their betters. However, these folk are lively and spirited when among their own kind, prone to dancing, making music of every description, singing, and telling jokes (usually bawdy). Although the labor these folk do is often backbreaking, their spirit is undimmed, and the slightest excuse is reason enough to have a feast or at least a dance in time of plenty. The viewing of a saint's bones can lead to a carnival atmosphere, and social structures are strong at this level of the medieval hierarchy, perhaps stronger than at any other.

Physical Description: Commoners tend to be rustic in appearance, wearing clothes made from the animals grown on their lord's land, the land that provides for all their other needs, and serves as their

TABLE 1-1: BLOODLINES

Bloodline	Ability Adjustments	Favored Class
Base/Criminal	+2 Dexterity, -2 Charisma	Rogue
Common/Serf	+2 Constitution or +2 Strength, -2 Intelligence	Any
Middle Class	None	Any
Lesser Nobility/Peerage	+2 Constitution	Priest, Knight
Nobility/Royalty	+2 Charisma, -2 Strength	Noble

home. For most, it was where they were born, and it will be where they die, and they couldn't imagine living any other way. Despite their rustic appearance and usually threadbare clothing, however, these folk take pride in their appearance, and any holiday, carnival, or visit from one of their betters will see these folk dressed in their finest clothes.

Relations: Serfs tend to have good relations with most social groups, especially the peerage and the nobility. The Peers rely on these folk for the labor that feeds them on a day-to-day basis and treat them with respect (though always with a clear understanding of who's in charge). Nobles rarely see or think about the commoners, but do show them a distant respect, at least for appearance's sake. Commoners tend to dislike the middle class and the criminal bloodlines, however. The middle class is an unknown quantity, and tales of their wealth will occasionally draw a young serf off the manor and to the city (usually with disastrous consequences according to conventional wisdom). This makes the middle class the medieval equivalent of a "hippy" from the 1960's. Criminals are beneath the commoner, a status they enjoy rarely. As such, many commoners do not want to be seen associating with such rabble. Criminals and the middle class have one thing that unites them in the commoner's mind that cements this dislike: the city. Just as today, urban and rural cultures have different values and cool attitudes toward each other, in the medieval period this distinction was more pronounced. Commoners might not always get along

with the peerage or the nobility, but they are all part of the same system. The city (and by extension the criminal and middle class bloodlines) is something alien, which will continue to grow in influence until, in the far future, it will completely replace the farm as the center of life and society.

Lands: Although the majority of the population (close to 85% in fact), Commoners own little of the land on which they live. Some hold small plots of their own as a gift from their lord, which they pay for by providing labor at harvest. However, most simply work land owned by their lord in return for the right to a modest existence.

Religion: Religion is very important to commoners, for the structure it provides, the sense of wholeness in terms of the "great chain" hierarchy of the universe, and as a wonderful reason for festivals and celebrations.

Adventurers: Common adventurers tend to begin life either in war or disaster, or, if of a rebellious nature, simply leave the manor in search of adventure and excitement.

LINEAGE TRAITS

1 bonus feat at 1st level.

1 bonus feat from the following list: Alertness, Animal Affinity, Athletic, or Endurance.

Worker: +2 bloodline bonus on all Craft skill checks.

Illiteracy: You must spend 2 skill points before being able to read and write all the languages you



speak.

Limited Resources: You receive 3d6 times your nobility in starting funds. The minimum starting wealth for a commoner is 63 gp (3x21), the average is 250 gp (10x25), and the maximum is 540 gp (18x30). Charisma modifiers to nobility could further adjust these numbers up or down.

Nobility: Common lineage starting nobility is 21-30

Fealty: Unlike criminals, who are outside the feudal system, you owe allegiance to a superior, usually a member of the Lesser Nobility. You will be required to give your lord 10 days of service per level each year. However, adventurers of high level will often have risen out of this bloodline and enjoy the privileges of the lesser nobility, if not royalty (*see Nobility for more information*). For PCs, this service will be military more often than not, though any form of service or labor could be asked for. If you do

not provide this service, you have effectively broken your vow of fealty to your liege lord, a severe transgression, and your nobility will be reduced accordingly (see nobility for more information).

+2 Strength or +2 Constitution, -2

Intelligence: You are used to hard work for long periods of time, but your education opportunities have been severely limited and independent thinking is not something encouraged among your kind (as opposed to a criminal who receives even less formal education, but far more practical life experience).

Favored Class: Any

MIDDLE CLASS

The middle class is something new. Specialists, not laborers, not nobility, of every description are rising to prominence in the cities that seem to grow in power and wealth with every day.

Middle class citizens are guildsmen, merchants, religious leaders, entertainers, moneylenders, and specialists of every stripe. Although technically illegal and outside the normal feudal system, kings and lords look the other way at these escapees from the manorial system due to the tremendous wealth they generate.

However, this lineage does not only include those who have escaped the manor for the city. Younger sons of the Peerage, given careers in the military, church, or business to help advance their family's interest are also considered "middle class".

Personality: The middle class mindset is markedly different from that of other bloodlines, both above and below. Everything is possible, both spectacular success, and spectacular failure.

Physical Description: The middle class is filled with men and women of every description. The appearance will depend largely on what the character

does. Merchants tend to dress according to their wealth, entertainers in garish eye-catching colors, and craftsman in practical clothing.

Relations: The middle class tends to get along with everyone. Everyone is a potential customer or a potential soul to be saved.

Lands: The middle class tends to have no lands of their own. Instead, this lineage's holdings may be found in the large cities, where they have their businesses, churches, and shops.

Religion: The middle class contains the most virulently anti-religious, all the way to the most devout proselytizer. Most tend toward mild piety, but are not devout.

Adventurers: Middle class bloodlines produce many adventurers, usually associated with trade, religion, or war.

LINEAGE TRAITS

1 bonus feat at 1st level

4 bonus skill points at 1st level, 1 bonus skill point each level thereafter

Stuck in the middle with you: +2 bloodline bonus to Diplomacy checks

Moderate Resources: You receive 3d6 times your nobility in starting funds. The minimum starting wealth of a middle class character is 93 gp (3x31), the average is 350 gp (10x35), and the maximum is 720 gp (18x40). Charisma modifiers to nobility could further adjust these numbers up or down.

Nobility: Middle Class starting nobility is 31-40

Fealty: You owe fealty to a lord, usually a member of lesser nobility. Although you technically owe the same 10 days per level of service as a commoner, due to the growing affluence of many in the middle class, you have an additional option, that of a tax payment of 25 gp per level instead of service. However, if you have military skills, this will not substitute for military service. If you do not provide this service, you have effectively broken your vow of fealty to



NATIONALITY (OPTIONAL)

In addition to bloodline, GMs may also allow each player to select a nationality to round out their characters. Arthurian legend features characters from across the known world. Thus a character could be a French noble, or a Scots Commoner. All of the nationalities listed below appear in Arthurian legend, although some (most notably the Saxons and Romans) appear almost exclusively as villains. A character does not have to pick a nationality, and the GM may not allow nationalities in his game.

British (includes Wales and Cornwall): British characters add Yeoman to their list of favored classes.

French (includes Gaul and Benwick): French characters add Diplomacy and Gather Information to their list of class skills.

Holy Roman Empire: Roman characters add Knowledge (Religion) and Diplomacy to their list of class skills.

Irish: Irish characters add Sense Motive and Spot to their permanent list of class skills.

Saracen: Saracen characters add Handle Animal and Ride to their list of class skills.

Saxon (includes Angles and Jutes): Saxon characters add Intimidate and Survival to their list of class skills. All Saxon characters are illiterate regardless of bloodline and must spend 2 skill points in order to be able to read and write. Saxon characters add barbarian to their list of favored classes.

Scottish (includes Lothian and Orkney): Scottish characters add Bluff and Hide to their permanent list of class skills.

Spanish (includes Castile): Spanish characters add Appraise and Listen to their list of class skills.

your liege lord, a severe transgression, and your nobility will be reduced accordingly (*see Nobility for more information*). Note that high-level characters will have the opportunity to rise into more prestigious bloodlines.

Favored Class: Any

LESSER NOBILITY/ PEERAGE

The lesser nobility is made up of knights, baronets, and the younger sons of higher-ranking nobles such as dukes and barons. Collectively these folk refer to themselves as “peers”. Members of this social class tend toward careers in the military or in the

clergy, especially in Arthurian legend where knights absolutely abound.

Personality: Peers combine the nobles’ expectation of deference from those beneath him with the upward gaze and desire for mobility of the middle class. These medieval “middle managers” see potential for upward movement both in station and wealth. Though certainly better off than most, peers are not as well off as nobles, and have more practical day-to-day concerns to occupy their thoughts. Politics, religion, and the military are all popular careers among younger sons of this bloodline, both as a means of fame, but also as a career so the family does not have to support them.

Physical Description: Appearance is important to the peerage, to create an atmosphere of deference and authority. Dress and manner will be fine, but subdued compared to the sometimes garish colors seen in the wealthy middle class.

Relations: Peers are often the bearers of bad news to those beneath them, and potential rivals to those above them. Even among their own lineage there is a constant jockeying for position that leads members of this lineage to have a reputation for untrustworthiness.

Lands: Members of this bloodline typically have land holdings in their family that they may one day have to manage directly. When young, all but the eldest son will typically be sent to learn a useful trade for the family, especially in the military or the clergy.

Religion: Peers tend to stand on ceremony, and so religious piety, at least outward religious piety, is to be expected. Few members of this bloodline are truly devout however, even those who enter the clergy.

Adventurers: Soldiers and clergy dominate the adventurers of this bloodline, and frequently the knights that abound in Arthurian legend are drawn from the peerage and lesser nobility.

LINEAGE TRAITS

Landed: You receive 5d6 times your nobility in starting funds. The minimum starting wealth of a Peer is 205 gp (5x41), the average is 765 gp (17x45), and the maximum starting wealth is 1,500 gp (30x50). Charisma modifiers to nobility could further adjust these numbers up or down.

Bred to the saddle: members of this bloodline learn to ride from an early age, and receive a +2 bloodline bonus to Ride skill checks

Fealty: You owe fealty to a lord, usually a member of the nobility. You will be required to provide 5 days of military service per level each year. In addition, your lord may require a number of followers from you equal to the first level followers you would receive if you had the leadership feat. If you do not have this feat, you must hire that many men. If you do not provide this service, you have effectively broken your vow of fealty to your liege lord, a severe transgression, and your nobility will be reduced accordingly (see nobility for more information).

Nobility: Peerage starting nobility is 41-50

+2 Constitution: members of this bloodline are kept busy, spending many hours riding and hunting, and are usually physically fit.

Favored Classes: Priest, Knight

NOBILITY/ROYALTY

The elite of any medieval society, these characters are well off even by the standards of the peerage.

Personality: Royals are used to being obeyed and can back up that assumption through the force of the law. From an early age, these elder sons of the nobility are taught to negotiate and obfuscate, maintaining the interests of their family through guile and deception.

Physical Description: Most characters will dress in keeping with their station. Nobles, along with merchants of the middle class, tend to dress a little



better than they can afford, to present the proper “image”.

Relations: Nobles are either very aware that good relations makes getting their way easier, or they are insufferably arrogant. Either way, other bloodlines tend to view the nobility with some suspicion.

Lands: The smallest percentage of the population, the nobility owns the vast majority of the lands in any feudal society.

Religion: Nobles tend to be very skeptical of religious institutions, seeing them as a rival to the power of the nobility. Too often has piety caused a noble to fall under the sway of a powerful church, and many nobles prefer their own judgment to that of some distant god.

Adventurers: Noble adventurers are very common in Arthurian legend. Kings and princes abound in the tales, often fighting to win back their kingdom or defend it from rebels. Sometimes, however, as in the case of King Pellinore, being a king is a side job, while adventuring is the noble’s true calling.

LINEAGE TRAITS

Leadership: Royals gain this feat for free as soon as they reach 6th level.

Landed: You receive 7d6 times your nobility in starting funds. The minimum starting wealth of a Royal is thus 357 gp (7x51), the average is 1,320 gp (24x55), and the maximum starting wealth is 2,520 gp (42x60). Charisma modifiers to nobility could further adjust these numbers up or down.

Voice of command: Royals are used to being obeyed, receiving a +2 bloodline bonus to Intimidate skill checks.

Noblesse Oblige: Royals are expected to act in a certain fashion whether they are members of the noble class or not. All royals gain this ability at 1st level (*see the Noble class for more information*).

Nobility: Royalty starting nobility is 51-60

+2 Charisma, -2 Strength: you are trained from a young age in the arts of leadership and manipulation. However, you rarely perform any real work.

Favored Class: Noble



CLASSES

CLASSES FROM THE PHB

Many of the core classes from the PHB are appropriate to Arthurian adventure. However, many need to be modified to represent the tales, and a shift from Tolkien-esque high magic toward medieval romance.

BARBARIAN

There are many barbarians in Legends of Excalibur, but a barbarian player character should be prepared for the common assumption that he is the *enemy*. Barbarians tend to come from areas outside the main campaign area of England, France, Cornwall, and Wales, and when they are seen in “civilized” lands, it is typically to plunder. Barbarians are most commonly from Scotland, Ireland, and modern day Germany, from whence the most notorious came. These Germanic tribes of Angles, Saxons, and Jutes were repelled for a time by Arthur’s father, Uther Pendragon, and later by Arthur himself.

BARD

This class is appropriate for Legends of Excalibur, but is also joined by three new entertainer classes: the Fool, the Minstrel, and the Skald.

CLERIC

This class is inappropriate for Legends of Excalibur. Worshipers of the One God should use the Priest class instead, which has divine magic, but with a shift in focus from an undead-fighting priest to one with spiritual and social powers of forgiveness, absolution, and crusading granted by the Church of Rome.

DRUID

Druids are the most commonly encountered spellcaster in Legends of Excalibur and represent worshipers of the Old Faith being slowly replaced by the One God. Most Druids have reconciled themselves to the fact that their ways are fading from the world. Druids tap the inherent energy of Britain for their magical powers at special holy sites called Henges that concentrate that energy. There are natural sites that do this as well, typically lakes inhabited by the Ladies of the Lake, a special order of druids.

FIGHTER

Fighters are appropriate for Legends of Excalibur campaigns, though they are never cast in the role of a central character in the tales. Malory was a knight and writes of foot soldiers as actually being a nuisance in battle. Nevertheless, squires, men-at-arms, and other characters appear throughout the tales, and playing a character in a role not featured in the source material is one of the fun niches you get to explore while role-playing.

MONK

This class is not found in Legends of Excalibur and is inappropriate for any campaign attempting to capture the flavor of those legends. There were many monks in the tales, but these were scholarly clerics, not Eastern martial artists.

PALADIN

Paladins are inappropriate for Legends of Excalibur. The Crusader, Quest Knight, and White Knight prestige classes each fill “paladin-esque” roles in Excalibur campaigns.

RANGER

Rangers are inappropriate for Legends of Excalibur campaigns, as there is no archetype of the orc-

hunting woodsman (and indeed no orcs to hunt). The Yeoman class, detailed below, fills the Ranger’s role of woodsman, tracker, and expert archer.

ROGUE

Rogue might be the third oldest profession (behind farmer and... you know) and although this class does not appear often in the tales, should be allowed in Romance campaigns. Delving into ancient castles was something commonly done in the tales, so this class would be useful for those expeditions.

SORCERER

This class is inappropriate for Legends of Excalibur campaigns. While there are magicians, they do not possess the offensive firepower of a typical 3E spellcaster. The Hedge Mage and Enchantress classes, detailed below, represent the arcane arts.

WIZARD

This class is inappropriate for Legends of Excalibur campaigns. While there are magicians, they do not possess the offensive firepower of a typical 3E spellcaster. The Hedge Mage and Enchantress classes, detailed below, represent the arcane arts.

PRESTIGE CLASSES FROM THE DMG

Two Prestige Classes from the DMG are appropriate for Legends of Excalibur campaigns: the Arcane Trickster and the Assassin. Examples of these two classes in the tales are lacking, but it makes sense that they would exist. Care should be taken before allowing prestige classes from other sources to ensure they fit the flavor of the tales.



NEW CORE CLASSES

FOOL

The fool is part minstrel, part bard, part actor, part juggler, and part tumbler, with all his physical and mental prowess bent toward one aim: to make those around him laugh. Fools often find employment in the courts of Kings, where they live on the razor's edge of their wit, making light of the most serious around them, often in bitter and sarcastic tones. When not under the protection of the powerful, Fools count on that same wit to protect them or the speed of their feet to get them away from those with no sense of humor. All fools revere the king of fools, Dagonet, dubbed Sir Fool by Gawain, and actually admitted to the fellowship of the Table Round, as the undisputed master of their craft.

Fools often accompany knights on dangerous adventures, lending their wit to quests too often doleful and dangerous. Although not Arthurian (except in inspiration) one can find no better example of the knight and his fool than Don Quixote and Sancho Panza (although one could certainly debate which was the knight and which was the fool).

Adventures: The fool seeks only amusement and cares little for wealth or glory. More often than not, a fool will go to great lengths, risking his life in the process, for the sake of a joke, even if the joke ends up being on him.

Characteristics: Fools are light of foot and light of tongue, able to engage in stealth, acrobatics, and sleight of hand, but also able to talk their way out of almost any situation.

Religion: Fools care little for religion, except as the butt of their many jokes. The more any group

*Then Tristram saying, 'Why skip ye so, Sir Fool?'
Wheeled round on either heel, Dagonet replied,
'Belike for lack of wiser company;
Or being fool, and seeing too much wit
Makes the world rotten, why, belike I skip
To know myself the wisest knight of all.'*

-Alfred Lord Tennyson, Idylls of the King

takes themselves seriously, the more likely they are to come under assault by the fool's tongue.

Background: Fools almost universally hail from the lowest social castes and are often deformed or physically stunted in some way. But these were not made to till the soil and slave for a lord, and so at an early age most fools have slipped away into the night and found themselves in the company of likeminded troubadours and wandering minstrels. After an "apprenticeship" with these itinerate entertainers, a fool will seek a patron to entertain and enliven.

Other Classes: Fools complement all classes with their stealth, acrobatics and wit.

Role: The fool is part rogue and part minstrel and is able to provide elements of both classes to any adventuring party.

GAME RULE INFORMATION

Fools have the following game statistics.

Abilities: Charisma is the fool's most important statistic, followed closely by Dexterity. Intelligence will give the fool access to more skills and is highly prized also.

Nobility: Although they take nothing seriously (least of all themselves), many fools are indeed quite honorable, and have their deeds recorded in the annals of history and legend.

Hit Die: d6

CLASS SKILLS

The fool's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex)

Skill Points at 1st Level: (6+Int. modifier) x4

Skill Points at Each Additional Level: 6+Int. modifier

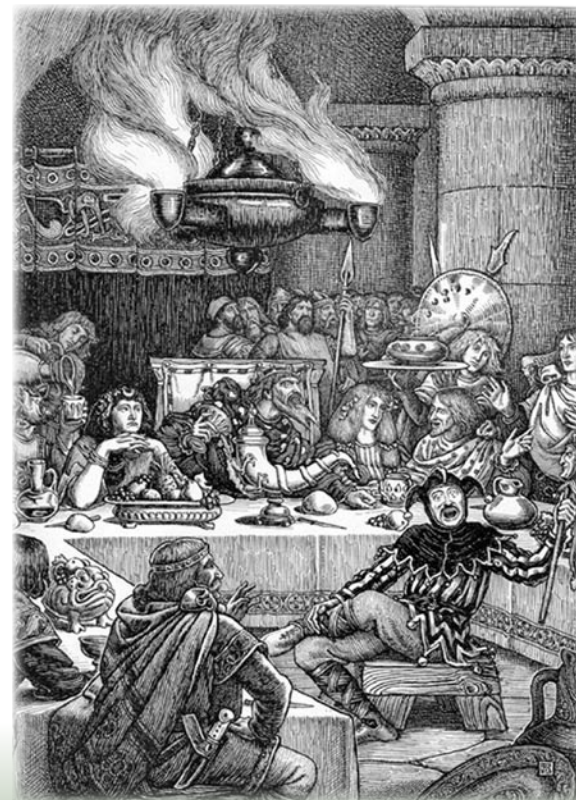




TABLE 12: THE FOOL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Improved Feint
2 nd	+1	+0	+3	+0	Banter
3 rd	+2	+1	+3	+1	Fool's Luck +1
4 th	+3	+1	+4	+1	Barrel Roll +1, Uncanny Dodge
5 th	+3	+1	+4	+1	Jig 1/day
6 th	+4	+2	+5	+2	Fool's Luck +2
7 th	+5	+2	+5	+2	Wit
8 th	+6/+1	+2	+6	+2	Barrel Roll +2, Improved Uncanny Dodge
9 th	+6/+1	+3	+6	+3	Fool's Luck +3
10 th	+7/+2	+3	+7	+3	Jig 2/day
11 th	+8/+3	+3	+7	+3	Rapier Wit
12 th	+9/+4	+4	+8	+4	Barrel Roll +3, Fool's Luck +4
13 th	+9/+4	+4	+8	+4	Tongue Lashing
14 th	+10/+5	+4	+9	+4	Razor Wit
15 th	+11/+6/+1	+5	+9	+5	Jig 3/day, Fool's Luck +5
16 th	+12/+7/+2	+5	+10	+5	Barrel Roll +4
17 th	+12/+7/+2	+5	+10	+5	Verbal Barrage
18 th	+13/+8/+3	+6	+11	+6	Fool's Luck +6
19 th	+14/+9/+4	+6	+11	+6	Verbal Firestorm
20 th	+15/+10/+5	+6	+12	+6	Barrel Roll +5, Jig 4/day

CLASS FEATURES

All of the following are class features of the fool.

Weapon and Armor Proficiency: The fool is proficient in simple weapons, plus the hand crossbow, rapier, shortbow, and short sword. Fools are proficient with light armor, but not with shields.

Improved Feint: The fool may feint in combat as a move action. The fool does need the combat expertise feat to gain this class ability.

Banter (Ex): At 2nd level and above, the fool has mastered the art of witty (read: annoying) comments in combat and adds his Charisma modifier to his

armor class. The fool loses this bonus if flat-footed or otherwise denied his dexterity modifier, or if he is somehow prevented from speaking (requiring a silence spell).

Fool's Luck (Ex): Fortune favors the foolish. The character adds the listed bonus to all saving throws.

Barrel Roll (Ex): The fool is a master tumbler, and gains the listed bonus to all tumbling checks. Further, the fool can add the listed bonus to his armor class when using the tumble skill to aid him in fighting defensively. Finally, the fool can use this ability to make a special tumbling charge attack with a light,

one-handed weapon, adding the listed bonus to hit and damage. Each round, the fool can only apply this bonus for one purpose (aiding skill checks, increasing armor class, or for a tumbling attack).

Uncanny Dodge (Ex): Starting at 4th level, a fool can react to danger before her senses would normally allow her to do so. She retains her Dexterity modifier to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity modifier to AC if immobilized.

If a fool already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Jig (Su): A fool with 8 or more ranks in Perform (dance) can dance an infectious jig, *hasting* all allies able to see the fool dance. This haste effect lasts for as long as the fool jigs, plus 5 rounds after his jig ends. Dancing a jig is a full-round action that does not (bizarrely) provoke attacks of opportunity.

Wit (Ex): The fool can draw extra attention to himself in combat, allowing him to protect a wounded comrade. This ability will only work on a target able to hear and understand the fool, who can reach the fool in one round of movement (charging will do). The subject of this ability is willing to suffer attacks of opportunity to reach the fool, but will not pass over an area certain to cause him great harm (lava or a spiked pit). A target which successfully saves vs. this ability is immune to it (and all abilities of the same type- Rapier Wit and Razor Wit) for 24 hours. The target of this ability must make a Will save (DC 15 plus the fool's Charisma modifier) or make a melee attack against the fool at -2 to hit, but with a +2 morale bonus to damage.

Improved Uncanny Dodge (Ex): A fool of 8th level or higher can no longer be flanked. This defense denies another character the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target has fool levels.



Rapier Wit (Ex): The fool can almost inherently sense what will irk and anger his opponents, and at 11th level his sardonic sense of humor is even sharper. This ability functions as the Wit ability, except that the target of this ability is -4 to hit. The target of this ability still gains a +2 morale bonus to damage.

Tongue Lashing (Ex): The fool unleashes a storm of insults on his opponent so devastating his opponent can only stand and mutter (some strong willed individuals have been recorded sputtering, rather than muttering however). The target of this ability must make a Will save (DC 20 plus the fool's Charisma modifier) or lose his next action. On the next round the target is affected as if he failed a save vs. the Wit ability. This ability can affect a target even if it has successfully saved against a Wit ability (Wit, Rapier Wit, or Razor Wit).

Razor Wit (Ex): This ability functions as Rapier Wit, except that the target of this ability is -4 to hit and -2 armor class. Also, the target's morale bonus to damage is increased by one to +3.

Verbal Barrage (Ex): As tongue lashing, except after the target loses his action he is affected by the Rapier Wit ability.

Verbal Firestorm (Ex): As verbal barrage, except after the target loses his action he is affected by the Razor Wit ability.

HEDGE MAGE

Arthurian tales are full of stories of those who follow the "black arts": necromancy, prophecy, and other dark forces that put the immortal soul in peril. The church has declared these arts off limits, but it is often their own power-hungry priests and scribes who preserve knowledge of the black arts. Morgan le Fay learned necromancy in the nunnery Uther sent her to after wedding her mother Igraine.

And through the wit of Merlin, he had the host northward, the priviest way that could be thought, unto the forest of Bedegraine, and there in a valley he lodged them secretly. Then rode Merlin unto Arthur and the two kings, and told them how he had sped; whereof they had great marvel, that man on earth might speed so soon, and go and come.

-Sir Thomas Malory, Le Morte d'Arthur

Adventures: Hedge mages adventure on the fringes of the Arthurian world, distrusted even by those they aid, for despite their power, especially their ability to divine the future, all who associate with practitioners of the dark arts put their own souls in jeopardy (or so they think).

Characteristics: Hedge mages cast spells by tapping *Ley Lines*, rivers of magical energy that course through Britannia like blood through a king's veins. This makes hedge mages closely related to druids, who also tap this energy, though focused at holy sites to their faith such as henges and magical lakes.

Religion: Hedge mages care little for the One God and even less for the way his followers tend to treat the earth as their dominion, to be used (and abused) as best suits their current short-sighted interests. The Old Faith, however, with its veneration of the earth, and ability to concentrate ley energy at holy sites, is a religion often practiced by hedge mages.

Background: Hedge mages develop their powers early, especially the second sight which is their hallmark. Often they are born with some sort of birthmark, such as a moon or sliver, and even the parents of such children can succumb to their superstitions, shunning them, calling them "changelings".

Other Classes: Hedge mages care little for priests and the One God. Druids are especially respected, and knights are often seen in their company, gaining valuable insight and guidance.

Role: Hedge magic is more subtle than that employed by either druids or priests, causing this class to operate behind the scenes, using guile and their second sight to manipulate events to their advantage.





TABLE 1-3: THE HEDGE MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known									
						0	1	2	3	4	5	6	7	8	9
1 st	+0	+0	+0	+2	Summon Familiar; Superstition	4	2	1	-	-	-	-	-	-	-
2 nd	+1	+0	+0	+3	Dream Reader	5	2	1	-	-	-	-	-	-	-
3 rd	+1	+1	+1	+3		5	3	2	1	-	-	-	-	-	-
4 th	+2	+1	+1	+4		6	3	2	1	-	-	-	-	-	-
5 th	+2	+1	+1	+4	Lesser Prophecy	6	4	3	2	1	-	-	-	-	-
6 th	+3	+2	+2	+5		7	4	3	2	1	-	-	-	-	-
7 th	+3	+2	+2	+5		7	5	3	3	2	-	-	-	-	-
8 th	+4	+2	+2	+6		8	5	3	3	2	1	-	-	-	-
9 th	+4	+3	+3	+6		8	5	4	3	3	1	-	-	-	-
10 th	+5	+3	+3	+7	Prophecy	9	5	4	3	3	1	-	-	-	-
11 th	+5	+3	+3	+7		9	5	5	4	3	2	1	-	-	-
12 th	+6/+1	+4	+4	+8		9	5	5	4	3	3	2	1	-	-
13 th	+6/+1	+4	+4	+8		9	5	5	4	4	3	3	2	1	-
14 th	+7/+2	+4	+4	+9		9	5	5	4	4	3	3	2	1	-
15 th	+7/+2	+5	+5	+9	Greater Prophecy	9	5	5	4	4	4	3	3	2	1
16 th	+8/+3	+5	+5	+10		9	5	5	4	4	4	3	3	2	1
17 th	+8/+3	+5	+5	+10		9	5	5	4	4	4	3	3	2	1
18 th	+9/+4	+6	+6	+11		9	5	5	4	4	4	3	3	2	1
19 th	+9/+4	+6	+6	+11		9	5	5	4	4	4	3	3	3	2
20 th	+10/+5	+6	+6	+12	Ultimate Prophecy	9	5	5	4	4	4	3	3	3	3

GAME RULE INFORMATION

Hedge mages have the following game statistics.

Abilities: Charisma determines how powerful a spell a hedge mage can cast, how many spell points he has, and how hard those spells are to resist. A hedge mage also benefits from high Dexterity and Constitution scores.

Nobility: Any. Contrary to what many followers of the One God believe, the hedge mage has not sold his soul and is as capable of having and benefiting from a high nobility as any character. However, there is no nobility requirement for the hedge mage, nor does

he gain any special benefit from a high nobility (as priests and knights do).

Hit Die: d6.

CLASS SKILLS

The hedge mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Prophecy (Wis), and Spellcraft (Int).

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

Skill Points at Each Additional Level: 4 + Int. modifier.

CLASS FEATURES

All of the following are class features of the hedge mage.

Weapon and Armor Proficiency: Hedge mages are proficient in simple weapons. They are not proficient in any type of armor, since armor interferes with their spell casting abilities.



Spells: A hedge mage casts arcane spells, which are drawn from the hedge mage spell list.

To cast a spell, a hedge mage must have a Charisma score equal to at least 10 + the spell level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The DC for a saving throw against a hedge mage's spell is 10 + the spell level + the hedge mage's Charisma modifier.

Like other spellcasters, a hedge mage receives only a limited number of spell points each day. His base allotment of spell points is given on *Table 2-2: Spell Points*. The hedge mage's Charisma modifier modifies his base number of spell points.

Hedge mages tap spell energy from the Ley Lines which course through the soil of Britain and are connected by the mysterious henges that dot the landscape. The closer the hedge mage is to a major concentration of ley energy, called a *vein*, the more quickly his spell points recover. Modifiers for spell point recovery are detailed in *Chapter 2: Magic*.

Summon Familiar: A hedge mage can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp.

Superstition: Hedge mages can use their reputation of consorting with the forces of darkness to their advantage. Whenever dealing with a character that possesses the illiteracy trait (base lineage, common lineage, barbarians, and those with the Saxon nationality) a hedge mage gains a bonus to intimidate skill checks equal to his hedge mage level. The hedge mage retains this bonus regardless of whether his opponent has spent skill points to become literate (superstitions are difficult to be rid of once ingrained).

Dream Reader: At 2nd level, the hedge mage can read his dreams for prophetic visions once each night when he rests. This allows prophecy checks to be made in 8 hours, rather than the usual 24 (see the prophecy skill, and the rules on fate and destiny, for more information about the hedge mage's abilities).

Right so the king and he departed, and went unto an hermit that was a good man and a great leech. So the hermit searched all his wounds and gave him good salves; so the king was there three days, and then were his wounds well amended that he might ride and go, and so departed.

-Sir Thomas Malory, Le Morte d'Arthur

Lesser Prophecy: The hedge mage's ability to see the future begins to come into sharper focus. At 5th level and above the character adds his hedge mage level to any prophecy skill checks. This ability also allows a hedge mage to reveal a particularly strong destiny in another character with a successful prophecy skill check (DC 20), allowing him to take the predestined feat after 1st level.

Prophecy: At 10th level, the future begins to open up for the character. He may now subtract his level from the amount of time needed to make skill checks. Unlike Dream Reader, this ability may be used while the character is awake and performing other duties, but is interrupted by combat or sleep (in other words, unless your prophecy time is 8 hours or less, you may only make two prophecies per day, one while awake and one while dreaming).

Greater Prophecy: At 15th level, the character's knowledge of the future is so extensive that on a successful prophecy he adds an extra d6 to the roll, to a maximum of +6d6 for characters of level 16-20.

Ultimate Prophecy: At 20th level, the future is like an open book to the hedge mage, allowing him to ask one question of the DM per day. On a successful prophecy check (DC 20), this answer (a yes or no answer, or perhaps a short phrase) is truthful. On a failed prophecy check, the DM will answer misleadingly, cryptically, or just outright lie, depending on the circumstances and nature of the question asked.

HERMIT

The hermit is the other divine spell caster in Legends of Excalibur, the legendary healer and surgeon. Rather than seeking the power and influence of the Church of Rome, the hermit prefers a life of quiet contemplation of the mysteries of the One God and is always ready to help those who need his healing skills.

Adventures: In Legends of Excalibur, the hermit's adventures usually come to him. While living his solitary life, a wandering knight will come seeking healing. PC hermits would be the Arthurian equivalent of everyone's favorite country doctor, providing healing and curmudgeonly wit as they accompany more combat oriented characters on





TABLE 14: THE HERMIT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Leech +1
2 nd	+1	+0	+0	+3	Fast
3 rd	+1	+1	+1	+3	Brew Potion, Leech +2
4 th	+2	+1	+1	+4	Chirurgery 1d4
5 th	+2	+1	+1	+4	Leech +3
6 th	+3	+2	+2	+5	Poultice
7 th	+3	+2	+2	+5	Leech +4
8 th	+4	+2	+2	+6	Denial
9 th	+4	+3	+3	+6	Leech +5
10 th	+5	+3	+3	+7	Bonus Feat
11 th	+5	+3	+3	+7	Leech +6
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	Leech +7
14 th	+7/+2	+4	+4	+9	Bonus Feat
15 th	+7/+2	+5	+5	+9	Leech +8
16 th	+8/+3	+5	+5	+10	
17 th	+8/+3	+5	+5	+10	Leech +9
18 th	+9/+4	+6	+6	+11	Bonus Feat
19 th	+9/+4	+6	+6	+11	Leech +10
20 th	+10/+5	+6	+6	+12	

adventures.

Characteristics: The hermit has potent healing abilities, both magical and mundane, and combines these with outdoorsmanship due to his life away from civilization. Through his knowledge of medicine and healing herbs, the hermit is also adept at making healing potions, usually called poultices in Legends of Excalibur, to aid the recovery of his patients.

Religion: The hermit is a worshipper of the One God, just as priests are. However, he shuns the political machinations that are one of the hallmarks

of the priest class, searching for a more personal relationship with his god. This is not to say the hermit will not be seen performing good deeds. Hermits routinely seem to offer healing and shelter to knights in the tales with no thought of reward, and many tend to the sick and seek alms for the poor as well.

Background: Hermits come from all backgrounds, from the highest to the lowest-born. Their reasons for seeking a life of quiet contemplation are just as varied.

Other Classes: The healing abilities of the hermit,

the most potent of any class, make them a welcome companion to all characters. The only class hermits tend to have trouble getting along with are priests. Many hermits dislike the wealth and trappings and concern with temporal power that goes along with rank in the Church of Rome. Other classes hold the hermit in high esteem, and many quest knights, such as Percival, take up the profession of hermit when their adventuring days are done.

Role: The hermit is the best healer in the game, able to heal through skill, magic, and potion.

GAME RULE INFORMATION

Hermits have the following game statistics.

Abilities: Wisdom determines how powerful a spell a hermit can cast, how many spell points he receives per day, and how hard his spells are to resist. Constitution bolsters the hermit's hit points.

Nobility: Any.

Hit Die: d6.

CLASS SKILLS

The Hermit's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Prophecy (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (6 + Int. modifier) x 4.

Skill Points at Each Additional Level: 6 + Int. modifier.

CLASS FEATURES

All of the following are class features of the hermit.

Weapon and Armor Proficiency: Hermits are proficient in simple weapons, light armor, and shields (except tower shields).

Spells: A hermit casts divine spells (the same spells available to the crusader and the priest), which are drawn from the hermit/priest spell list.



To cast a spell, a hermit must have a Wisdom score equal to at least 10 + the spell level (Wis 0 for 0-level spells, Wis 11 for 1st-level spells, and so forth). The DC for a saving throw against a hermit's spell is 10 + the spell level + the hermit's Wisdom modifier.

Like other spellcasters, a hermit receives only a limited number of spell points each day. His base allotment of spell points is given on *Table 2-2: Spell Points*. The hermit's Wisdom modifier modifies his base number of spell points.

Hermits receive their spells through quiet contemplation of the mysteries of the One God. Unlike the priest, who prefers sanctified areas dedicated to the One God, such as churches or cathedrals, the hermit's spiritual energy recovers most quickly the further away he is from civilized lands. Modifiers for spell point recovery are detailed in *Chapter 2: Magic*.

A hermit may cast any spell on the hermit spell list, provided he can cast spells of that level.

Leech (Ex): Hermits are excellent healers, trained (usually self-taught) in all manner of herbal remedies, poultices, draughts, and other homeopathic remedies. The character adds the listed modifier to any healing spell or surgery roll to determine the final amount of hit points healed.

Fast: At 2nd level, the hermit can fast, denying himself food, in order to gain a more powerful vision of the future. Each day the character goes without food, he gains a cumulative +1 on his next prophecy skill check (+1 the first day, +3 the second day, +6 the third, and so forth).

A character may adventure while fasting, but will not be able to heal any damage received from lack of food until he ends his fast and rests, so continuing a fast while adventuring could put the character at a severe disadvantage.

Brew Potion: At 3rd level, the hermit receives this feat for free.

Chirurgery (Ex): Beginning at 4th level, the hermit can heal without magic, restoring 1d4 hit points, modified by the hermit's leech class ability. This ability requires a healing check (DC 20) to perform successfully, and may only be performed once per day, and only on a patient who is stable. Patients are fatigued for 24 hours after this procedure.

Poultice (Ex): At 6th level, the hermit may make a poultice, a non-magical healing salve which accelerates the healing process. A poultice doubles natural healing for 1 day per hermit level once applied. If the hermit is providing long term care, the benefits are cumulative, resulting in three times normal healing. However, if his patient will not tarry, or the hermit will not travel, then the patient still gains the benefits of the poultice, although the maximum duration is 6 days without a properly trained hermit (one who has this class ability) on hand to tend the wound, change bandages, and so forth.

Denial (Ex): The hermit attempts to deny himself pleasures of the flesh, seeking closer contact with the divine. Although hermits care little for nobility, gaining only the standard benefit to non-intimidate Charisma based skill checks, a hermit receives +6 spell points for taking a vow of silence, or +3 spell points for taking a vow of chastity. If the hermit breaks this vow, he loses this benefit. Note that hermits who take vows of silence are still allowed to engage in holy chants, so hermits under a vow of silence may still engage in spell casting.

Bonus Feats: At 10th, 14th, and 18th level, the hermit gains a bonus feat from the following list: Animal Affinity, Diligent, Endurance, Great Fortitude, Innate Spell, Iron Will, Negotiator, Ordination, Power Source, Power Surge, Second Sight, Self-Sufficient, Toughness, Scribe Scroll

Good deeds are not only in armament, but manhood and worship is hid within man's person, and many a worshipful knight is not known unto all people...

-Sir Thomas Malory, Le Morte d'Arthur

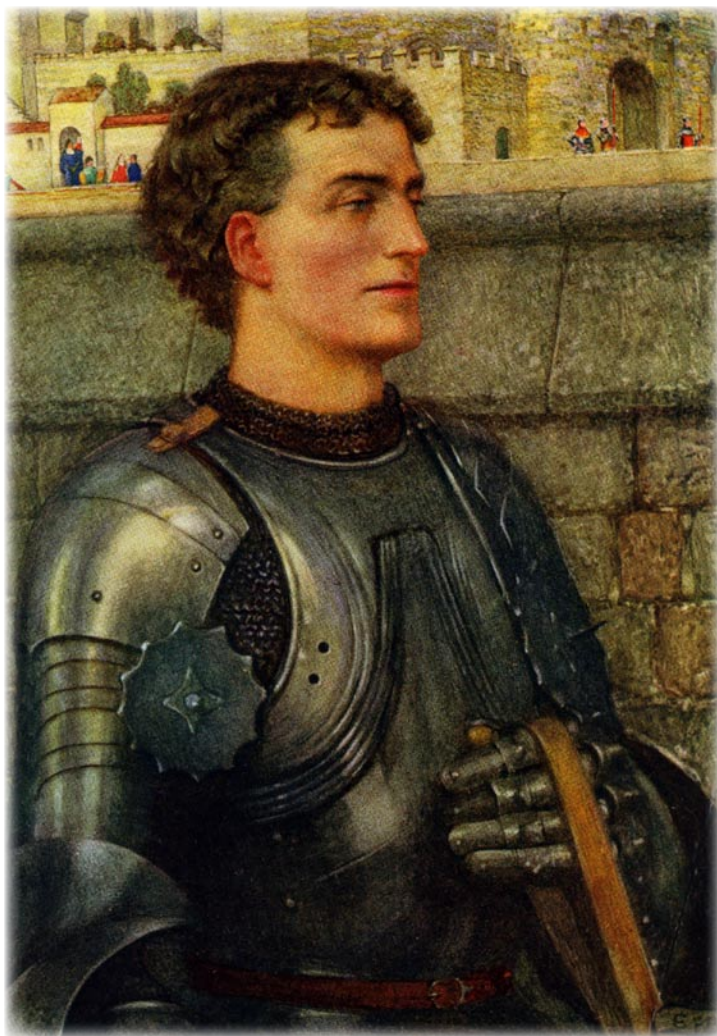
KNIGHT

The knight is the tank of the medieval battlefield, combining power with mobility. Although in the minds of many the knight was a symbol of national power, he was never the unquestioned king of the battlefield, often being felled by the bow and the polearm. In the literature of the time, the knight was also the symbol of the heroic code of Chivalry.

Adventures: Knight adventures fall into two broad categories: military and questing. Many of a knight's adventuring opportunities will be military in nature. Arthurian England is a tumultuous realm wracked with civil war and barbarian incursions. The lack of cohesive government, particularly of a king has also allowed monsters and dangerous animals to multiply unchecked. Quests are the more fantastic adventures, involving the pursuit of magical beasts, slaying giants, or the pursuit of powerful items of power such as the legendary Holy Grail or the Lance of Longinus.

Characteristics: The knight is the ultimate mounted warrior. While the fighter is an excellent all around combatant, the knight has special abilities that set him apart from any other class in the saddle.

Religion: Some knights are worldly, serving nothing more celestial than the lord they have sworn fealty to. However, many knights have a strong religious view, either for the One God or the Old Faith. Often, these religious institutions are the



source of the knight's quests, and many knights are passionately devout, nearing the paladin in religious zeal.

Background: Knights typically come from the lesser nobility or the peerage and are trained from a young age to use their superior weaponry and skill at horsemanship to be the backbone of the medieval

army. For characters of less noble birth, knighthood is often a goal all its own, and many Arthurian tales revolve around the commoner taking a job in the kitchens of Camelot, watching the knights and dreaming of the day he can join their ranks.

Other Classes: Knights are most like crusaders, and the two professions are often seen side by side. In fact many knights desire to be crusaders, but have never been able to rise to quite so holy a calling. Priests and druids are respected and are often sought out both for healing and to advise the knight on his more esoteric quests. Nobles and knights have a symbiotic relationship, with the knight protecting the noble's lands, and the noble providing the knight with direction and leadership. Knights do not care for barbarians, since many of his battles have been against them, and robber barons are particularly despised.

Role: Outdoors, the knight is the best combatant a party could want, providing speed, mobility, and raw power. Indoors his role is much like that of a fighter, providing protection for weaker party members and an extra frontline fighter.

GAME RULE INFORMATION

Knights have the following game statistics.

Abilities: Dexterity and Wisdom are important to the knight because his defining skills, Ride and Handle Animal are based on them. Strength and Constitution are important to the knight because of the amount of time he spends in combat.

Nobility: A knight must have a minimum nobility of 41 for entry into the knight class. Lesser Nobility and Royal Bloodlines qualify immediately; other classes must raise their nobility through adventuring, or otherwise earn the favor of a Noble with the Divine Right class ability.

Once a knight qualifies for this class, he must be aware that his deeds reflect on the noble or knight who ordained him (see below, and the noble class for more information). If the knight becomes enough of an embarrassment to the person who dubbed him, or if his nobility ever falls below 20, he will be stripped of his knighthood and no longer able to gain levels in the knight class.

Hit Die: d12.

CLASS SKILLS

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

Skill Points at 1st Level: (2 + Int. modifier) x4.

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

CLASS FEATURES

All of the following are class features of the Knight.

Weapon and Armor Proficiency: A knight is proficient in all simple and martial weapons and with all armor (heavy, medium, and light) and shields (except tower shields). However, the code of chivalry will sometimes restrict a knight's choice of weapon.

Mounted Combat (Ex): A Knight gains this feat for free at 1st level provided he meets the prerequisite. A knight who has the mounted combat feat gains bonuses to attack rolls, ride checks, and handle animal (horse) checks, as listed on the knight's class table.



Aura of Knighthood (Ex): A knight gains a +1 bonus for each 20 points of nobility to Intimidate skill checks, level checks to resist Intimidation, and Will saving throws to resist fear.

Code of Chivalry (Ex): Although the laws of nobility and chivalry in Excalibur bind all characters, knights face special penalties if they act in a cowardly or dishonest fashion. The ideal knight is supposed to care little for his personal safety, charging into certain death for the honor of his liege lord. Knights are also expected to be champions of truth, in their role as wandering arbiters of justice. Any nobility penalty a knight suffers for transgressions of cowardice or dishonesty are doubled.

Armor Tolerance (Ex): From the time a squire turns 14, and his true training begins, he is in heavy armor. Running, jumping, crossing muddy ditches, climbing fences, and, of course, riding, mounting and dismounting, and fighting are all done in heavy armor. By the time the squire becomes a knight, the heaviest armor feels light and natural. The knight adds this bonus to the armor penalty and maximum Dexterity modifier of any armor he wears. The maximum armor penalty is 0, and the maximum Dexterity modifier is +8.

Knight's Warhorse (Ex): At 2nd level, the knight may select a mount to be his perfect companion through battle.

Knight Level	Bonus HD	Natural Armor	Bonus Tricks	Special
1-2	+0	+0	1	Mounted Combat bonus
3-4	+2	+3	2	Improved Speed
5-6	+4	+4	3	Devotion
7-8	+6	+5	4	Improved Speed

TABLE 1-5: THE KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Mounted Combat, Code Of Chivalry, +1 Mounted Combat, Aura Of Knighthood
2 nd	+2	+3	+0	+0	Armor Tolerance +1, Knight's Warhorse
3 rd	+3	+3	+1	+1	Ride-by Attack
4 th	+4	+4	+1	+1	Armor Tolerance +2, +2 Mounted Combat, Dispense Justice
5 th	+5	+4	+1	+1	Spirited Charge
6 th	+6/+1	+5	+2	+2	Armor Tolerance +3
7 th	+7/+2	+5	+2	+2	Trample
8 th	+8/+3	+6	+2	+2	Armor Tolerance +4, +3 Mounted Combat
9 th	+9/+4	+6	+3	+3	Unhorse
10 th	+10/+5	+7	+3	+3	Armor Tolerance +5
11 th	+11/+6/+1	+7	+3	+3	Take The Reins
12 th	+12/+7/+2	+8	+4	+4	Armor Tolerance +6, +4 Mounted Combat
13 th	+13/+8/+3	+8	+4	+4	Power Charge 1/day
14 th	+14/+9/+4	+9	+4	+4	Armor Tolerance +7
15 th	+15/+10/+5	+9	+5	+5	Power Charge 2/day
16 th	+16/+11/+6/+1	+10	+5	+5	Armor Tolerance +7, +5 Mounted Combat
17 th	+17/+12/+7/+2	+10	+5	+5	Power Charge 3/day
18 th	+18/+13/+8/+3	+11	+6	+6	Armor Tolerance +8
19 th	+19/+14/+9/+4	+11	+6	+6	Terrifying Charge
20 th	+20/+15/+10/+5	+12	+6	+6	Armor Tolerance +9, +6 Mounted Combat

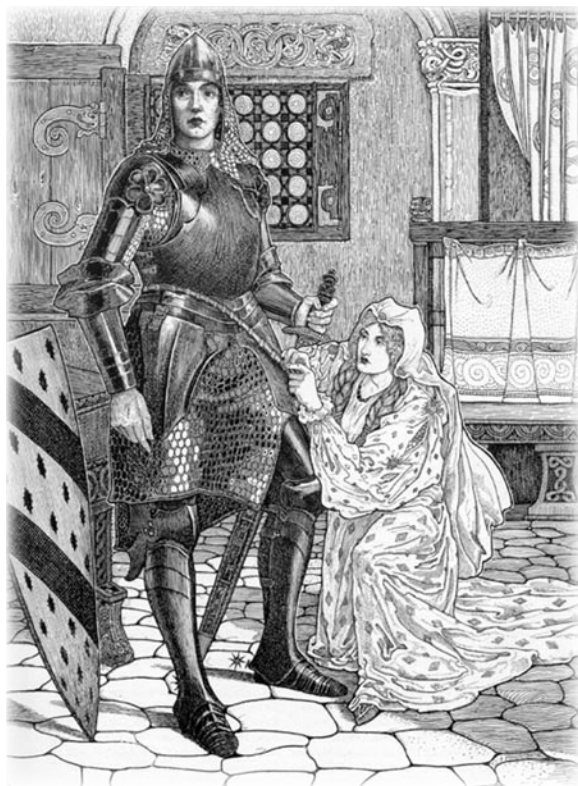
Knight Level: The number of levels knight and mount have been together.

Bonus HD: Extra eight-sided (d8) Hit Dice, each gaining a constitution modifier.

Natural Armor adjustment: The number noted here is an improvement to the mount's existing natural armor bonus.

Bonus Tricks: A number of bonus tricks the animal learns through experience, requiring no time or skill check by the knight to teach the mount these tricks. These tricks do not count against the normal limit to the maximum number of tricks the mount may know.

Mounted Combat bonus (Ex): The mount gains the mounted combat bonus of its rider, as listed on the knight table, to all attack roles it makes while its owner is in the saddle.



Improved Speed (Ex): The mount's speed increases by 10 feet per round.

Devotion (Ex): The mount's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Ride-by Attack: At 3rd level, the knight gains this feat as a bonus feat.

Dispense Justice (Ex): You are considered a legal representative by the medieval system, authorized to administer justice and arbitrate disputes. Your decisions are legally binding on those of the middle class, common, and base bloodlines (priests and royals police themselves), but may be overturned by a knight up to four levels higher or a noble of equal or higher level.

Trample: At 7th level, the knight gains this feat as a bonus feat.

Unhorse (Ex): At 9th level, the knight is a master at unhorsing opponents, and any mounted opponent the knight successfully hits with a charge attack, while the knight is also mounted, must make a successful Ride check (DC 15 plus the knight's mounted combat bonus) or be unhorsed.

Take the Reins (Ex): As Unhorse, except at 11th level the knight may attempt to unhorse a mounted opponent while he is on foot as an unarmed attack that inflicts no damage, but does not provoke an attack of opportunity. This ability represents such tricks as grabbing the reins of a moving horse, cutting one of the saddle straps, and so forth.

Power Charge (Ex): Beginning at 13th level, the knight may add twice his mounted combat bonus to the damage inflicted on a charge attack once per day. At 15th level the knight may use this ability twice per day, and at 17th level three times per day.

Terrifying Charge (Ex): At 19th level the sight of the knight bearing down on his opponent will strike fear into all but the most implacable of foes. Anyone the knight is charging must make a Will save (DC 15 plus the knight's mounted combat bonus) or be flat-footed against the knight's attack. Opponents on foot have the DC of this save increased by five. This ability only affects targets at least 4 levels lower than the knight, and anyone who succeeds their saving throw is immune to this ability for 24 hours.

EX-KNIGHTS

A knight whose nobility falls below 20 can no longer gain levels in the knight class, but retains all knight abilities he currently possesses except for Aura of Knighthood. Ex-Knights also lose the Code of Chivalry class ability (as a fallen knight no one expects the knight to behave like one any longer). A knight who raises his nobility back to 41 may seek a noble to reinstate him into the knighthood. This

noble must be a minimum of 4 levels higher than the petitioning character. The noble or knight who dubbed you into the knighthood may also impose this restriction, if you have become an embarrassment to them, regardless of your current nobility.

Knights may multiclass, but face a special restriction when doing so. If a knight gains levels in a class other than Priest, Noble, or a Knight prestige class, he cannot gain any further levels in the knight class. However, the character retains all knight abilities and all social privileges of knighthood.

MINSTREL

Minstrels are the bards of the Old Faith, trained by the druids to aid in the cultural advancement of the people, especially the Welsh and Irish folk who see music and song and story as integral to their religious life. These are no mere entertainers, however, for in times of trouble, the minstrels aid the druids in the defense of the people.

Adventures: Minstrel adventures will usually be in support of a knight or noble, who wants the minstrel to enhance his reputation. However, minstrels can work magic with their songs and their value to any quest is overlooked only by the foolish.

Characteristics: The minstrel combines the power of song with the ability to enhance fame and to work the magic of the druid into a potent mix. In Welsh and Irish society, the minstrel is equal in heroic stature to the warrior, and many great heroes are minstrels as well as warriors.

Religion: Minstrels are, by definition, followers of the Old Faith and work in concert with the druids to see to the needs of the worshippers of the older gods, slowly being driven into extinction by the One God.

Background: Minstrels come from all backgrounds and social classes. Among the Welsh and Irish there is no social stigma for a nobleman becoming a minstrel, indeed it is considered a



TABLE 1-6: THE MINSTREL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Minstrel's Music (Fascinate, Countersong, Inspire Courage +1), Lore
2 nd	+1	+3	+0	+3	Soothe the Savage Beast
3 rd	+2	+3	+1	+3	Inspire Competence
4 th	+3	+4	+1	+4	Druid Spells, Nature Sense
5 th	+3	+4	+1	+4	Tracking, Old
6 th	+4	+5	+2	+5	Suggestion
7 th	+5	+5	+2	+5	Trackless Step
8 th	+6/+1	+6	+2	+6	Inspire Courage +2
9 th	+6/+1	+6	+3	+6	Inspire Greatness
10 th	+7/+2	+7	+3	+7	Resist Nature's Lure
11 th	+8/+3	+7	+3	+7	Wild Shape 1/day
12 th	+9/+4	+8	+4	+8	Song of Freedom
13 th	+9/+4	+8	+4	+8	Venom Immunity
14 th	+10/+5	+9	+4	+9	Inspire Courage +3
15 th	+11/+6/+1	+9	+5	+9	Inspire Heroics
16 th	+12/+7/+2	+10	+5	+10	Wild Shape 2/day
17 th	+12/+7/+2	+10	+5	+10	Wild Shape 3/day
18 th	+13/+8/+3	+11	+6	+11	Mass Suggestion
19 th	+14/+9/+4	+11	+6	+11	A thousand faces
20 th	+15/+10/+5	+12	+6	+12	Inspire Courage +4

badge of honor by most in these societies. Minstrels of a lower class background will seek to attach themselves to a wealthy patron, using their ability to bring him fame and enhance his reputation to earn an easy living for themselves.

Other Classes: Minstrels and druids consider one another kin, and regard their mission as the same—to serve the Old Faith and its worshippers, tending to the health, both physical and spiritual, of their people. Green knights, with their connection to nature are

also respected, as are nobles who follow the Old Faith. Nobles and priests of the One God, however, are viewed with suspicion, but also a sort of fatalism, since the decline of the Old Faith in the face of the One God seems inevitable.

Role: The minstrel keeps the party in good spirits, defending them with his songs and his odes. He is also a competent spellcaster and outdoorsman.

GAME RULE INFORMATION

Minstrels have the following game statistics.

Abilities: Wisdom is the source of the minstrel's spells, while Charisma is important for the minstrel's song abilities and many of his skills. Intelligence is also valued since it gives the minstrel more skill points.

Nobility: There is no minimum nobility required for the minstrel class, and minstrels gain no benefit from nobility beyond those gained by all characters. However, since those benefits extend to Charisma-based skills (except intimidate) that are the minstrel's stock in trade, having a reputation for trustworthiness will stand the minstrel in good stead.

Hit Die: d6

CLASS SKILLS

The minstrel's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex)

Skill Points at 1st Level: (6 + Int. modifier) x4.

Skill Points at Each Additional Level: 6 + Int. modifier.

CLASS FEATURES

All of the following are class features of the minstrel.

Weapon and Armor Proficiency: A minstrel is proficient in all simple weapons and with all light and medium armor, and shields (excluding tower shields), however a minstrel may not wear metal armor or shields while casting druid spells.

Lore: A minstrel may make a special lore knowledge check with a bonus equal to his minstrel level + his Intelligence modifier to see whether he

knows some relevant information about local notable people, legendary items, or noteworthy places. (If the minstrel has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful lore knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A minstrel may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC	Type of Knowledge
10	Common, known by at least a substantial minority; common legends of the local population.
20	Uncommon but available legends, known by only a few people.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Soothe the Savage Beast: At 2nd level and above, the minstrel can use his music to calm hostile animals (including dire animals, but not beasts or monsters). The minstrel adds his Charisma modifier and minstrel level to a d20 roll, which functions as the diplomacy skill on the animal for purposes of altering its disposition. The minstrel must sing or play music to use this ability, which is a standard action.

Minstrel's Music: Once per day per minstrel level, a minstrel can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of minstrel's music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling,

playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum minstrel level and a minimum number of ranks in the Perform skill to qualify; if a minstrel does not have the required number of ranks in at least one Perform skill, he does not gain the minstrel's music ability until he acquires the needed ranks.

Starting a minstrel's music effect is a standard action. Some minstrel's music abilities require concentration, which means the minstrel must take a standard action each round to maintain the ability. Even while using minstrel's music that doesn't require concentration, a minstrel cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf minstrel has a 20% chance to fail when attempting to use minstrel's music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A minstrel with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the minstrel (including the minstrel himself) that is affected by a sonic or language-dependent magical attack may use the minstrel's Perform check result in place of its own saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the minstrel's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The minstrel may keep up the countersong for 10 rounds.





Fascinate (Sp): A minstrel with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the minstrel, and able to pay attention to him. The minstrel must also be able

to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a minstrel attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a minstrel makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the minstrel cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the minstrel continues to play and concentrate (up to a maximum of 1 round per minstrel level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the minstrel to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A minstrel with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their

combat abilities. To be affected, an ally must be able to hear the minstrel sing. The effect lasts for as long as the ally hears the minstrel sing 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. At 8th level, and every six minstrel levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). *Inspire courage* is a mind-affecting ability.

Inspire Competence (Su): A minstrel of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the minstrel. The minstrel must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the minstrel's music. Certain uses of this ability are infeasible. The effect lasts as long as the minstrel concentrates, up to a maximum of 2 minutes. A minstrel can't inspire competence in himself. *Inspire competence* is a mind-affecting ability.

Suggestion (Sp): A minstrel of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the minstrel's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect.

Making a *suggestion* doesn't count against a minstrel's daily limit on minstrel's music performances. A Will saving throw (DC 10 + 1/2 minstrel's level + minstrel's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.



Inspire Greatness (Su): A minstrel of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a minstrel attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a minstrel must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the minstrel sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Song of Freedom (Sp): A minstrel of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's minstrel level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A minstrel can't use *song of freedom* on himself.

Inspire Heroics (Su): A minstrel of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three minstrel levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a minstrel must sing, and an ally must hear the minstrel sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the minstrel sing and for up to 5 rounds thereafter. Inspire heroics

is a mind-affecting ability.

Mass Suggestion (Sp): This ability functions like *suggestion*, above, except that a minstrel of 18th level or higher with 21 or more ranks in a Perform skill can make the *suggestion* simultaneously to any number of creatures that he has already fascinated (see above). *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

Druid Spells: At 4th level, the minstrel is inducted into a druidic mystery cult and taught their ways, including the druidic tongue. The minstrel casts spells from this level on exactly as a druid with a caster level three less than his minstrel levels and gains spell points exactly as a druid.

Nature Sense (Ex): At 4th level, the minstrel gains a +2 bonus on Knowledge (nature) and Survival skill checks

Tracking: At 5th level, the minstrel receives this feat for free

Trackless Step (Ex): Beginning at 7th level, the minstrel cannot be tracked, but may choose to leave a trail if he so desires.

Resist Nature's Lure (Ex): At 10th level, a minstrel gains a +4 saving throw against the spells and spell-like abilities of the fey.

Wild Shape (Su): At 11th level, a minstrel gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per minstrel level or until she changes back. Changing form (to animal or back) is a standard action and does not provoke an attack of opportunity.

The form chosen must be that of an animal the minstrel is familiar with.

A minstrel loses her ability to speak (and use minstrel's music abilities) while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate

normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A Thousand Faces (Su): At 19th level, a minstrel gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

NOBLE

Nobles are at the top of the feudal system of interweaving responsibilities and obligations. Skilled at diplomacy and leadership, they carry a small spark of the divine that binds them to the land and their subjects. Their power is thus both temporal and divine.

Most members of the nobility will not have levels in this class, but rather will be members of the Aristocrat NPC class. Consider Aristocrats as the warrior to this class' fighter.

Adventures: Noble adventures will tend to revolve around politics, plotting, and dynastic rivalries. In *Legends of Excalibur*, the nobles must choose between Arthur's divinely ordained rule and the lesser nobles who oppose him.

Characteristics: Nobles are an embodiment of the feudal system, representing the ideal mix of military might, wealth, and divine influence. As such they are supported by fellow members of that system, such as the knighthood, but are often made the target of those who dislike the current way things are handled, such as the lowborn.

Religion: Although nobles rule in the name of a deity, and indeed carry a spark of his power, they are the rivals of the clergy, with each group seeing themselves as the designated representative of the One God on Earth. Although the clergy and nobility recognize their need for one another, frequent clashes erupt between them over ultimate control. When they



On New Year's Day we saw him in his estate, which was the royalest that ever we saw, for he was served at his table with nine kings, and the noblest fellowship of other princes, lords, and knights that be in the world, and every knight approved and like a lord, and holdeth Table Round: and in his person the most manly man that liveth, and is like to conquer all the world...

-Sir Thomas Malory, Le Morte d'Arthur

work together, they are an irresistible force, but they must put aside their own petty rivalries to do so.

Background: Most nobles were born into luxury, trained from birth to lead men and deal with backstabbers who would steal the heritage of their family line. A rare few earn their way into the nobility, having risen from common blood through great deeds for a king or other high-ranking noble.

Other Classes: Nobles have a close relationship with knights, ordaining them, giving them quests, and leading them into battle. Although divine magic is much sought after, and a priest is an ideal advisor for a noble, he is always wary of the adversarial nature of the institutions of the nobility and the clergy.

Role: The noble is a leader, both in times of peace and times of war. In battle, he serves to inspire others, but is a highly capable combatant in his own right.

GAME RULE INFORMATION

Nobles have the following game statistics.

Abilities: Charisma is the most important ability for a noble, followed by Intelligence. Since military service is an important way to gain fame and standing among your peers, Strength and Constitution are also important.

Nobility: To qualify for the noble class a character must have a nobility of 51. Characters of Royal Bloodlines qualify for this class immediately, other characters must raise their nobility to 51 to qualify for

this class. Once a character has qualified and gained their 1st level in the noble class, only a king may strip him of the right to gain levels in the Noble class.

Hit Die: d8

CLASS SKILLS

The noble's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (history, nobility and royalty) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis)

Skill Points at 1st Level: (4 + Int. modifier) x4.

Skill Points at Each Additional Level: 4 + Int. modifier.

CLASS FEATURES

All of the following are class features of the noble.

Weapon and Armor Proficiency: A noble is proficient in all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Dispense Justice (Ex): You are considered a legal representative by the medieval system, authorized to administer justice, arbitrate disputes, and also to perform legal functions such as ordaining knights. Your decisions are legally binding on those of all bloodlines, but not

members of the clergy (priests police themselves), but may be overturned by a noble who is 4 or more levels higher than your noble class level.

Granting knighthood is a serious matter for any noble. Any foul deeds committed by a knight will actually affect the nobility of the noble who knighted him, and might even be enough to inspire that noble to put a price on the head of the offending knight. Each 5 points of nobility lost to a knight you dub subtracts one from your nobility.

Aura of Nobility (Ex): A noble gains a +1 bonus for each 20 points of nobility to Intimidate skill checks, level checks to resist Intimidation, and Will saving throws to resist fear. A noble gains a +1 bonus to his Leadership score for each 10 points of nobility.

Noblesse Oblige (Ex): Although the laws of nobility and chivalry in Excalibur bind all characters, nobles face special penalties if they act in a greedy or violent fashion. The ideal noble is supposed to be generous with his wealth and forgiving with





TABLE 1-7: THE NOBLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Dispense Justice; Aura of Nobility; Noblesse Oblige
2 nd	+1	+0	+0	+3	Divine Grace
3 rd	+2	+1	+1	+3	Quest +1
4 th	+3	+1	+1	+4	Aura of Courage
5 th	+3	+1	+1	+4	Divine Wrath 1/day
6 th	+4	+2	+2	+5	Quest +2
7 th	+5	+2	+2	+5	
8 th	+6/+1	+2	+2	+6	Divine Right (Aura of Majesty)
9 th	+6/+1	+3	+3	+6	Quest +3
10 th	+7/+2	+3	+3	+7	Divine Wrath 2/day
11 th	+8/+3	+3	+3	+7	
12 th	+9/+4	+4	+4	+8	Aura of Majesty (all saving throws); Quest +4
13 th	+9/+4	+4	+4	+8	Papal Intercession
14 th	+10/+5	+4	+4	+9	
15 th	+11/+6/+1	+5	+5	+9	Aura of Majesty (attack rolls); Divine Intercession; Quest +5
16 th	+12/+7/+2	+5	+5	+10	Divine Wrath 3/day
17 th	+12/+7/+2	+5	+5	+10	
18 th	+13/+8/+3	+6	+6	+11	Aura of Majesty (damage); Quest +6
19 th	+14/+9/+4	+6	+6	+11	
20 th	+15/+10/+5	+6	+6	+12	Land and the Lord are One

his power. Any nobility penalty a noble suffers for transgressions of greed or violence are doubled.

Divine Grace (Su): At 2nd level, the noble gains a bonus equal to her Charisma modifier (if any) on all saving throws.

Quest (Ex): Beginning at 3rd level, the noble gains the ability to assign quests. A quest is a long-term goal given to bolster the noble's interests or to give his servants valuable experience. Characters undertaking the quest gain the listed bonus to skill

checks and saving throws for the duration of the quest.

To qualify for a quest bonus, a character must have sworn fealty to the noble giving the quest, or to a lord the noble has himself sworn fealty to at least one month prior to the noble issuing the quest. In other words, if a character serves Sir Gawaine, he may receive a bonus for a quest given by King Arthur. Even though the character has never sworn direct fealty to the King, he has sworn fealty to Sir

Gawaine, who has sworn fealty to Arthur. Characters that do not qualify for the quest bonus can still undertake the quest; they just receive no special bonuses for doing so.

To qualify as a quest, a mission's final encounter must have a challenge rating equal to three times the quest bonus. A quest must also take a minimum of one week times the quest bonus to complete. A noble may assign lesser quests, but the bonus will be lower for those quests. Thus a 20th level noble could offer a quest taking two weeks to perform, and with a final encounter challenge rating of 6, but those undertaking the quest would gain a maximum bonus of +2 to skill checks and saving throws, even though the noble's maximum bonus is +6.

Player characters may undertake quests from PC and NPC nobles, but may also assign them to their followers, as a way of retrieving lost items, helping fellow nobles, and as a way to gain their followers experience, making them more powerful when the character needs them later.

In the case of a very long quest (such as the Grail Quest), a character only receives the quest bonus when actively pursuing the quest. A character could undergo many missions unrelated to his current quest, receiving no quest bonuses while doing so, then pick up the trail of the quest, and gain his bonus as normal.

Aura of Courage (Su): Beginning at 4th level, a noble is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a morale bonus on saving throws against fear effects of +1 per 20 points of nobility the noble possesses. This ability functions while the noble is conscious, but not if she is unconscious or dead.

Divine Wrath (Su): Once per day, the noble can invoke his authorizing divinity and deliver a devastating attack upon an enemy. This attack gains a bonus to hit equal to the noble's Charisma modifier, and a damage bonus of +1 per 10 points of nobility



the character possesses. The noble may use this ability twice per day at 10th level, and three times per day at 16th level.

Divine Right (Su): The noble's divine spark is evident to all who come into contact with him, who will show him extreme deference according to their relative stations (thus while a King would greatly honor a knight with this ability, he would not immediately serve him, rather he would tend to heap honors, gifts, and dangerous quests on the character).

Nobles with this ability have their aura of courage replaced with an Aura of Majesty. This makes all within 10 feet of the character immune to fear, and all characters working under him in battle gain a morale bonus on saving throws against fear effects of +1 per 20 points of nobility the noble possesses while they can see the character or his standard. This bonus applies even if the character cannot participate in battle himself (such as when Uther was carried to a battle on a horse litter, even though deathly ill, his mere presence inspired his soldiers to victory).

This ability also grants the noble the power to dub anyone he deems worthy a knight, even those who do not meet the prerequisites for the knight class. However, the penalties for the noble if such a knight behaves poorly are more severe. For every 2 nobility lost by the offending knight, the noble loses 1 nobility.

At 12th level, a noble's aura grants all those within 10 feet of him a morale bonus on all saving throws of +1 per 20 points of nobility the character possesses.

At 15th level, a noble's aura grants all those within 10 feet of him a morale bonus on attack rolls of +1 per 20 points of nobility, and all those serving the noble who can see him or his standard gain a +2 morale bonus on all saving throws.

At 18th level, a noble's aura grants all those within 10 feet of him a morale bonus on damage rolls of +1 per 20 points of nobility the character possesses, and all those serving the noble who can see him or his

standard gain a +2 morale bonus to attack rolls.

At 20th level, all those serving the noble who can see him or his standard gain a +2 morale bonus to damage rolls.

Papal Intercession (Ex): Nobles of 13th level and higher can intervene with the dominant religion in an area they rule to grant a special dispensation for an activity or to give their blessing to a specific activity or a specific person. This intercession could make something legal that usually is not or make the local populace much more compliant with a quest or mission undertaken within the sphere of the church's influence.

The intercession grants a bonus on any skill check or ability check to gain the cooperation of those faithful to the religion granting the intercession of +1 per 20 points of nobility possessed by the noble making the intercession. It could also result in a reduction or reversal of an edict handed down by an ecclesiastical court, or could allow a character atonement for a sin.

The church doesn't grant such an intercession for nothing, however. The noble seeking the intercession will be required to either make a sizeable donation to the church (at least 1,000 gold per level of the noble making the request) or, more often, will require the noble and his followers to undertake a quest of special significance to the church, such as the recovery of a holy relic.

Divine Intercession (Su): At 15th level, the noble may go "over the head" of the clergy, seeking intervention directly from the god he represents on Earth. This allows the noble to grant absolution for sins and transgressions himself, as if he were a member of the priest class four levels lower than his noble level.

At 20th level this ability allows a noble to reverse excommunication once per year.

Land and the Lord are One (Su): At 20th level, the noble is bonded to the lands he rules and to

his subjects. If the noble pleases his god, his lands and his people will prosper. If the noble's god is displeased, his people will pay the price. This allows the noble's personal success to translate into a kingdom of unparalleled grace and beauty, if his god is pleased with him.

For nobles who rule small areas, this ability is not very significant. However, once a character has risen to the level of a king or duke, this ability could cause happiness or misery for millions, and its effects will be felt many countries away. In general the GM should use nobility gains or losses of a noble with this ability to represent the health of all he rules, in terms of crop performance, monster incursions, and so forth.

PRIEST

The priest is the divine healer of Legends of Excalibur, charged not only with the divine power of the One God, but also with the temporal power and backing of the Church of Rome. At high levels, Priests are extremely influential, able to gain the ear of a king through their ability to enforce Papal will and absolve sin. However, their power also puts them at odds with nobility who want to decide the fate of their subjects alone, not under the thumb of a distant Pope.

Adventures: Priests often find themselves involved in quests of their own, or aiding knights in quests, to recover holy relics or retake holy lands overrun by "infidels". At higher levels, priests can give these quests to their followers. Because of their involvement in politics, priests are often involved in the mundane adventures of the knight as well, aiding one side or another in the dynastic struggles of the day.

Characteristics: The priest has healing magic and abilities, and also the ability to inspire the faithful and sway them to his cause. The priest can also convert



those of different religions to the worship of the One God, transforming an enemy to a friend.

Religion: Although all priests worship the One God (as opposed to Druids who worship older faiths) they frequently disagree on all aspects of that deity's nature. Judaism, Islam, Catholicism, and even more obscure variations such as Aryanism and Zoroastrianism all worship the One God. However, the tenets of these individual religions could not be more different, and often these sects spend more time fighting with one another than they do helping their followers. In Arthurian tales, all priests serving a faith other than Christianity should be prepared for the assumption that they are at best substandard, and

So the Archbishop, by the advice of Merlin, sent for all the lords and gentlemen of arms that they should come by Christmas even unto London. And many of them made them clean of their life, that their prayer might be the more acceptable unto God.

-Sir Thomas Malory, Le Morte d'Arthur

at worst the enemy. Priests of the Church of Rome are the only characters seen in Legends of Excalibur, which takes a decidedly Christian view of Arthur and his knights. Saracens *do* appear in the tales (the medieval term for Muslims and Arabs, especially when talking about opponents of crusaders), usually represented as honorable opponents, with the truly virtuous Saracens “seeing the light” and converting to Christianity.

Background: Priests come from all backgrounds, and it is not uncommon for those of Common and Middle Class bloodlines to pursue the priesthood as a career. Peers and Royals also use the priesthood as a career for younger sons, along with military service.

Other Classes: A priest's healing ability makes him much sought-after by knights and others engaging in battle. However, his service of, and allegiance to, the Church of Rome also makes him a target of suspicion, especially from nobles, who see the priest as a rival for their control over the hearts and minds of their subjects.

Role: Priests are primarily healers, but are able to fight when called upon.

GAME RULE INFORMATION

Priests have the following game statistics.

Abilities: Wisdom determines a priest's maximum spell level and bonus spell points, as well as how hard his spells are to resist. Strength and Constitution improve a priest's combat ability, while Charisma makes him better at political dealing and double-dealing.

Nobility: Any. As noted above, priests often disagree with one another vehemently, and the nobility of the individual priest will determine whom his friends and enemies are. These “disagreements” are kept within the Church, however, and not usually discussed with non-priests.

Hit Die: d8

CLASS SKILLS

The priest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (history, local, nobility and royalty, religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2+Int. modifier) x4

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

CLASS FEATURES

All of the following are class features of the priest.

Weapon and Armor Proficiency: Priests are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

Spells: A priest casts divine spells (the same spells available to the crusader and the hermit), which are drawn from the hermit/priest spell list.

To cast a spell, a priest must have a Wisdom score equal to at least 10 + the spell level (Wis 0 for 0-level spells, Wis 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a priest's



TABLE 1-8: THE PRIEST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Ordination; Literacy, Aura of Piety, Turn the other cheek
2 nd	+1	+3	+0	+3	Sacraments
3 rd	+2	+3	+1	+3	Crusade +1
4 th	+3	+4	+1	+4	Absolution (Minor)
5 th	+3	+4	+1	+4	
6 th	+4	+5	+2	+5	Crusade +2
7 th	+5	+5	+2	+5	
8 th	+6/+1	+6	+2	+6	Absolution (Moderate)
9 th	+6/+1	+6	+3	+6	Crusade +3
10 th	+7/+2	+7	+3	+7	
11 th	+8/+3	+7	+3	+7	
12 th	+9/+4	+8	+4	+8	Absolution (Major); Crusade +4
13 th	+9/+4	+8	+4	+8	Declare Infidel
14 th	+10/+5	+9	+4	+9	Excommunication
15 th	+11/+6/+1	+9	+5	+9	Crusade +5
16 th	+12/+7/+2	+10	+5	+10	Absolution (Severe)
17 th	+12/+7/+2	+10	+5	+10	
18 th	+13/+8/+3	+11	+6	+11	Crusade +6
19 th	+14/+9/+4	+11	+6	+11	
20 th	+15/+10/+5	+12	+6	+12	Divine Intervention

spell is 10 + the spell level + the priest's Wisdom modifier.

Like other spellcasters, a priest receives only a limited number of spell points each day. His base allotment of spell points is given on Table 2-2: Spell Points. The priest's Wisdom modifier modifies his base number of spell points.

A priest may cast any spell on the priest spell list, provided he can cast spells of that level.

Priests receive their power through veneration of the One God, reveling in his glory and the adoration

of the faithful. Their spiritual energy recovers fastest at cathedrals and other large, magnificent places of worship, or in the presence of a relic (a bone or body part of a dead saint, martyr or hero).

Ordination: Priests receive this feat for free at 1st level.

Literacy: Priests gain literacy for free at 1st level.

Aura of Piety (Ex): Although nobility is not a requirement for priests, those who live holy lives are smiled upon by the One God. Priests gain a bonus to all healing spells of +1 per 10 points of nobility.

Priests also gain one bonus spell point per 10 points of nobility.

Turn the Other Cheek (Ex): Although the laws of nobility and chivalry in Excalibur bind all characters, priests face special penalties if they act in a violent or greedy fashion. The ideal priest should turn the other cheek when confronted by violence. Priests are also expected to tend to the poor. Any nobility penalty a priest suffers for transgressions of violence or greed are doubled.

Note however, that ignoble Priests often avoid these penalties by absolving one another. This was routinely done during the Inquisition, with one priest absolving another of torture of the most bloody and sadistic kind.

A priest with this ability also loses nobility equal to the spell level of any inflict wounds spell he casts, unless that spell is cast on an infidel.

Sacraments (Su): At 2nd level, priests gain the ability to administer the sacraments, including Mass, Confession, and Marriage, acting as an instrument of the divine to render these ceremonies truly holy.

The divine energy imparted by one of these ceremonies grants the effects of a Bless spell on those who participate for one hour. Participants with the Piety feat gain the effects of a Bless for 24 hours after such a ritual.

This divine energy (and blessing) is one reason many knights will take Mass before a battle (along with cleansing the soul in case of death).

Crusade (Ex): At 3rd level, priests can declare a Crusade, which functions in the same manner as a noble's Quest class ability. However, anyone with the Faith feat is eligible to undertake a Crusade, so a Crusade issued by a high level priest could have drastic consequences (such as "go retake the Holy Land from the infidels").

Crusades do not need to be violent however, there could be crusades against poverty and hunger, to aid the diseased.



Absolution (Su): As a priest rises in level, he gains the power to perform his most powerful sacrament: Absolution. Absolution allows a priest to restore ½ the nobility lost to a minor transgression (see Nobility for rules on gaining and losing nobility).

At 8th level, a priest can absolve moderate transgressions; at 12th level, major transgressions; and at 16th level, severe transgressions.

However, with this power comes a tremendous responsibility on the part of the priest. If the person is not truly repentant, the priest's maximum nobility is reduced by one (from 100 to 99, and so on).

Declare Infidel (Ex): At 13th level, the priest gains the power to mark a group of people as the enemy of the One God and his worshippers. In addition to making life generally unpleasant (infidels living in close proximity to a stronghold of the One God will find remaining there impossible due to frequent clashes with the faithful), this has special ramifications for the crusader prestige class and makes the infidel subject to certain spells and feats.

Excommunication (Su): At 14th level, the priest gains the power of excommunication. This makes it a severe transgression for any priest to perform a Sacrament for the excommunicated character and bars the offending character from holy ground. This has a serious impact on an excommunicated priest's ability to recover spells, since the best spell recovery he can tap is neutral ground. Excommunicated characters may not gain levels in the priest or hermit classes, but their ability to cast spells is unchanged. For priests wishing to continue serving the One God on their own terms, the hermit class is also available to them.

Divine Intervention (Su): By directly entreating the One God as his direct representative on Earth, a priest can duplicate any priest spell of 8th level or lower, duplicate any spell of 7th level or lower, undo any harmful spell effect, reverse another priest's excommunication, or raise the dead (as the spell). If

this ability is used more than once per year, it costs the Priest 5,000 XP, and a priest may not sacrifice enough XP to reduce him to 19th level through the use of this ability.

ROBBER BARON

Robber barons are knights with no adherence to the code of chivalry. These men steal from the weak, engage in banditry, and hide behind the guise of knighthood when it suits them. Many robber barons take up arms in the service of Arthur's enemies, the lords and petty dukes who band together to destroy the Boy King early in his reign. Some of these knights repent, becoming true knights, but most are either killed or retreat into the wild lands and continue their raids on the helpless.

Adventures: The robber baron will seek to increase his wealth and fame through his adventures. The quickest means to this will be his adventure of choice, which will occasionally mean posing as a true knight.

Characteristics: Robber barons are good combatants, but not nearly as good in a "fair" fight as a knight or a fighter. Fortunately, robber barons care nothing about fairness or the code of chivalry and use guile to supplement their deficiencies in combat.

Religion: Robber barons care nothing for religion of any sort. If put in a situation where religion is a way to get ahead, most will play along, pretending to worship the One God or the Old Faith, just as long as it serves their interests. True piety is almost unheard of among these ruffians, however. They are too concerned with the here and now of the physical world to worry about an afterlife.

Background: Robber barons come from all walks of life, from the criminal, rising up from desperate poverty, to the royal raiding his own subjects for sadistic pleasure.

Other Classes: The robber baron has no particular problem with any class, as long as they don't get in his way. Knights, especially quest knights and white knights, are avoided, as these classes will seriously cramp the robber baron's "style", and things will usually come to blows. The robber baron tends not to fare well in these confrontations, so he will simply move on and avoid extended contact, playing the part of a roguish knight for as long as possible.

Role: The robber baron is a cross between the rogue and knight and is used to represent the many knights seen in Arthurian legend who are more bandit than knight.

GAME RULE INFORMATION

Robber barons have the following game statistics.

Abilities: Dexterity and Charisma make the robber baron better at guile, stealth, and trickery. For robber barons of a more direct bent, Strength and Constitution are vital, since these characters are not as good in combat as true knights and thus need every edge.

Nobility: Any. Characters who began careers as knights but have fallen to banditry (and are no longer able to gain levels in the knight class) often take up careers in this profession.

Hit Die: d8

CLASS SKILLS

The robber baron's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nobility and royalty), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), and Sleight of Hand (Dex).

Skill Points at 1st Level: (4 + Int. modifier) x4

Skill Points at Each Additional Level: 4 + Int. modifier



*What, said Sir Launcelot, is he a thief
and a knight and a ravisher of women?
He doth shame unto the order of
knighthood, and contrary unto his oath;
it is pity that he liveth.*

-Sir Thomas Malory, Le Morte d'Arthur

CLASS FEATURES

All of the following are class features of the robber baron.

Weapon and Armor Proficiency: A robber baron is proficient in all simple and martial weapons and with all armor (heavy, medium, and light) and shields (excluding tower shields).

Improved Feint: The robber baron may feint in combat as a move action. The robber baron does need the combat expertise feat to gain this class ability.

Mounted Combat: At 2nd level, the robber baron gains this feat for free, provided he meets the prerequisites. A robber baron who has the mounted combat feat gains bonuses to attack rolls, ride checks, and handle animal (horse) checks, as listed on the robber baron's class table. If a robber baron directs his mount to attack, his mount also gains this bonus, as long as the robber baron is in the saddle when the mount attacks.

Knight's Warhorse: At 3rd level, the robber baron gains the ability to train and form a bond with his mount as a knight 2 levels lower than his robber baron level. Robber barons who also have this ability through another class add their robber baron level to their knight level for determining mount abilities.

Sneak Attack: Any time a robber baron hits an opponent who is denied his Dexterity modifier to armor class, either because of initiative (in the first round of combat), surprise, feinting, or because the target is flanked, he gains the listed bonus to damage.

TABLE 1-9: THE ROBBER BARON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Improved Feint
2 nd	+1	+3	+3	+0	Mounted Combat
3 rd	+2	+3	+3	+1	Sneak Attack +1d6; Knight's Warhorse
4 th	+3	+4	+4	+1	Bonus Feat
5 th	+3	+4	+4	+1	Mounted Combat +1
6 th	+4	+5	+5	+2	Sneak Attack +2d6
7 th	+5	+5	+5	+2	
8 th	+6/+1	+6	+6	+2	Bonus Feat
9 th	+6/+1	+6	+6	+3	Sneak Attack +3d6
10 th	+7/+2	+7	+7	+3	Mounted Combat +2
11 th	+8/+3	+7	+7	+3	
12 th	+9/+4	+8	+8	+4	Bonus feat; Sneak Attack +4d6
13 th	+9/+4	+8	+8	+4	
14 th	+10/+5	+9	+9	+4	
15 th	+11/+6/+1	+9	+9	+5	Mounted Combat +3; Sneak Attack +5d6
16 th	+12/+7/+2	+10	+10	+5	Bonus Feat
17 th	+12/+7/+2	+10	+10	+5	
18 th	+13/+8/+3	+11	+11	+6	Sneak Attack +6d6
19 th	+14/+9/+4	+11	+11	+6	
20 th	+15/+10/+5	+12	+12	+6	Mounted Combat +4; Bonus Feat

Should the robber baron inflict a critical hit with a sneak attack, the bonus damage is not multiplied.

Ranged attacks count as sneak attacks only if the target is within 30 feet.

A robber baron can sneak attack only living creatures with discernible anatomy- undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The robber baron must be able to see the target well enough to pick out a vital spot and must be able to

reach such a spot. A robber baron cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Bonus Feats: At 4th, 8th, 12th, 16th, and 20th level, the robber baron gains a bonus feat from the following list: Animal Affinity, Blind-Fight, Combat Expertise, Improved Disarm, Improved Trip, Combat Reflexes, Deceitful, Improved Critical, Improved Initiative, Persuasive, Quick Draw, and Weapon Focus



SKALD

The skald is a poet who accompanies military units, fighting alongside them, recording their heroic deeds, and keeping their spirits high both during and between battles. While the minstrel is the bard most commonly found among the Welsh and the Irish, the skald will most commonly be found in Saxon and Scottish communities.

Adventures: Skalds are at home in a variety of adventure settings, but excel at combat. This is not to say the skald is incapable of subtlety, merely that, while he is better in combat than a minstrel or a bard, he is not as skilled at subterfuge as those classes.

Characteristics: A skald is slightly less capable in combat than a fighter, but is able to hold his own. Where he really shines is in making those around him fight better, keeping their morale high and working

them into a fever pitch when necessary.

Religion: A skald's religion will depend more on his cultural upbringing than his profession. Depending on their background and personal tastes, one could find skalds ranging from the most devout to complete unbelievers in anything they cannot feel or touch.

Background: Skalds tend to come from middle class and common bloodlines. Many are retired warriors, who have grown too old to see service on the front lines, but still seek the excitement of battle. These skalds are highly prized, as they have seen many battles and can lend their wisdom to younger warriors, aiding them in their pursuit of victory.

Other Classes: Skalds and warriors of all kinds (barbarians, fighters, knights, and yeomen) share a mutual respect. Each sees in the other a kindred spirit, and the wily warrior knows that the skald can enhance his reputation tremendously.

Role: The skald is primarily a support character, with a range of abilities, both combative and non-combative in nature.

GAME RULE INFORMATION

Skalds have the following game statistics.

Abilities: Charisma is the most important ability for the skald, as his primary class abilities and many of his skills depend on this ability. Strength, Dexterity, and Constitution are also important to the skald since he will frequently find himself in combat and need to defend himself.

Nobility: Although there is no nobility requirement for the skald class, a skald would do well to avoid a reputation for cowardice, since those he will be working with on the battlefield need to feel they can rely on him.

Hit Die: d8

CLASS SKILLS

The Skald's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), Swim (Str)

Skill Points at 1st Level: (4+ Int. modifier) x4

Skill Points at Each Additional Level: 4 + Int. modifier

CLASS FEATURES

All of the following are class features of the Skald.

Weapon and Armor Proficiency: Skalds are proficient in simple and martial weapons and in light and medium armor, as well as shields (excluding tower shields).

Inspire Courage (Su): A skald with 3 or more ranks in a Perform skill can use chanting or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the skald chant. The effect lasts for as long as the ally hears the skald chant 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. At 8th level, and every six skald levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability. The skald may use this, and all other inspiration abilities (inspire greatness and inspire heroics) a total number of times each day equal to his skald level.

Marching Cadence (Su): A skald with 5 or more ranks in a Perform skill can use chanting or drumming to increase the pace and endurance of any allies marching with him. To be affected an ally must be able to hear the skald chant or drum. The skald can maintain a cadence for one hour per skald level,





TABLE 1-10: THE SKALD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Inspire Courage +1
2 nd	+1	+3	+0	+3	Marching Cadence
3 rd	+2	+3	+1	+3	Rallying Cry 1/day
4 th	+3	+4	+1	+4	Inspire Courage +2
5 th	+3	+4	+1	+4	Instill Rage 1/day
6 th	+4	+5	+2	+5	Rallying Cry 2/day
7 th	+5	+5	+2	+5	Clarion Call
8 th	+6/+1	+6	+2	+6	Inspire Courage +3
9 th	+6/+1	+6	+3	+6	Rallying Cry 3/day; Inspire Greatness
10 th	+7/+2	+7	+3	+7	Instill Rage 2/day
11 th	+8/+3	+7	+3	+7	War Cry
12 th	+9/+4	+8	+4	+8	Rallying Cry 4/day; Inspire Courage +4
13 th	+9/+4	+8	+4	+8	Precision Cadence
14 th	+10/+5	+9	+4	+9	
15 th	+11/+6/+1	+9	+5	+9	Rallying Cry 5/day; Inspire Heroics; Instill Rage 3/day
16 th	+12/+7/+2	+10	+5	+10	Inspire Courage +5
17 th	+12/+7/+2	+10	+5	+10	
18 th	+13/+8/+3	+11	+6	+11	Rallying Cry 6/day
19 th	+14/+9/+4	+11	+6	+11	
20 th	+15/+10/+5	+12	+6	+12	Instill Rage 4/day; Inspire Courage +6

and the skald may break this cadence up into smaller amounts of time (using a cadence for 3 hours, then stopping when enemies are nearby who might hear the cadence, then resuming it later for example). A marching cadence allows all affected allies to move an extra 10' per round or an extra 1 mph in overland movement. A group affected by marching cadence may march as if each individual member of the unit possessed the Endurance feat.

Rallying Cry (Su): A skald may rouse his allies to achieve great feats of valor in combat, making pain, fear, and death meaningless considerations and turning the tide of battle. This effect lasts for 1-6 rounds plus the skald's Charisma modifier. All affected allies (who must be able to hear the skald's cry) gain a morale bonus to hit and damage equal to the skald's Charisma modifier. They are also immune to fear effects for the cry's duration, and fatigue and exhaustion are dispelled. Finally, all those affected

by the cry are healed 1d6 points of damage plus the skald's Charisma modifier. The skald may use this ability a limited number of times each day, as listed on the skald class table.

Instill Rage (Su): A skald can cause his allies to fly into a mad fighting frenzy, gaining a +2 morale bonus to Strength and Constitution, as well as a +1 morale bonus to will saves, and a -2 penalty to AC. This ability lasts 1d6 rounds plus the skald's Charisma modifier. When the duration of this ability expires, those affected are fatigued until the end of the combat. The skald may use this ability a limited number of times each day, as listed on the skald class table.

Clarion Call (Su): A skald's forces will sometimes get in over their head, despite his ability to aid them. When this happens, if there are friendly forces nearby, the skald can let out a clarion call for aid. If the skald yells this call, it can be heard 1 mile away per skald level. If the skald has a horn or similar instrument, the call can be heard 5 miles away per skald level. Any friendly forces hearing this call are affected by the marching cadence ability, moving an extra mile each hour overland until they reach the location where the clarion call was issued. If there are friendly forces within range of the clarion call, the skald's allies (in his immediate vicinity, not those he is attempting to summon with the clarion call) are affected by a double strength rallying cry that lasts 2d6 rounds plus the skald's Charisma modifier. This special rallying cry effect does not count against the number of times the skald may use his rallying cry.

Inspire Greatness (Su): A skald of 9th level or higher with 12 or more ranks in a Perform skill can use chanting or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a skald attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a



skald must chant and an ally must hear him chant. The effect lasts for as long as the ally hears the skald chant and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

War Cry (Su): In a fit of rage, the skald releases a war cry that startles and frightens his enemies. All opponents more than half the skald's level able to hear the war cry must make a Will save (DC 15 plus the skald's Charisma modifier) or be shaken for 1d6 rounds plus the skald's Charisma modifier. All opponents less than half the skald's level who fail their Will save are frightened for that amount of time.

Precision Cadence (Su): At 13th level a skald with 15 or more ranks in a Perform skill gains an enhanced ability to help his allies march more quickly. The speed of those allies able to hear the skald chant or drum is increased by 20' per round, or 2 miles per hour overland. The skald can maintain this effect for one hour per skald level, and those allies affected by this cadence can march effortlessly for any length of time, being limited in their ability to march only by the skald's ability to maintain his cadence. This ability replaces Marching Cadence (in other words the skald loses the ability to use the Marching Cadence ability in favor of this ability).

Inspire Heroics (Su): A skald of 15th level or higher with 18 or more ranks in a Perform skill can use chanting or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three skald levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a skald must

At Yule last he made me yeoman, and gave to me horse and harness, and an hundred pound in money; and if fortune be my friend, I doubt not but to be well advanced and [of aid to] my liege lord.

-Sir Thomas Malory, Le Morte d'Arthur

chant and an ally must hear the skald chant for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the skald chant and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

YEOMAN

Woodsman, hunter, and archer, the yeoman is a fixture of British legend from Arthur to Robin Hood.

Adventures: The yeoman is most at home in the outdoors, where his ability to track and use stealth are most useful and where he can best pick his enemies off from afar with his archery skills, which are significant.

Characteristics: Yeomen are good all around combatants, but really shine when able to make full use of their archery abilities. They lack the hit points and armor to go toe to toe with a knight or fighter for an extended period of time, but in open areas, particularly outdoors, the yeoman's skills make him the best long-range sniper in the game.

Religion: Yeomen have no particular religious connection, nor do they have a natural aversion to worship, running the gamut from piety to complete irreverence.

Background: Yeomen tend to be of the Middle Class or Common bloodlines, and

their financial standing ranges from bordering on starvation to landowners with almost the same standing as a knight.

Other Classes: Yeomen work well with other characters, providing long-range combat ability. This is particularly important with the toned down offensive magic selection used in Legends of Excalibur. Yeomen also work well with a knight or fighter to stand up front and keep the enemy pinned down while they rain down fire from afar.





Role: The yeoman is a long-range combat specialist and also a competent scout and outdoorsman.

GAME RULE INFORMATION

Yeomen have the following game statistics.

Abilities: Dexterity is most important to a yeoman, as it gives him bonuses to hit at range, armor class to offset his limited armor, and increased ability to be stealthy.

Nobility: Any.

Hit Die: d8.

CLASS SKILLS

The Yeoman's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str)

Skill Points at 1st Level: (4+ Int. modifier) x4

Skill Points at Each Additional Level: 4 + Int. modifier

CLASS FEATURES

All of the following are class features of the Yeoman.

Weapon and Armor Proficiency: Yeomen are proficient in simple and martial weapons and in light and medium armor.

Archery: The character adds the listed bonus to attack rolls with any bow or crossbow.

Bonus Feats: The yeoman gains bonus feats as indicated on the class table, but must meet the prerequisites for any feat so gained. If the yeoman meets the prerequisites at a later time, he immediately gains the feat listed. For example, if a yeoman did not have 1 rank in the Ride skill, he would not receive the Mounted Combat feat at 9th level, nor would he receive the Mounted Archery feat at 11th level.

TABLE 1-11: THE YEOMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Point Blank Shot; +1 Archery
2 nd	+2	+3	+3	+0	Tracking
3 rd	+3	+3	+3	+1	Far Shot
4 th	+4	+4	+4	+1	+2 Archery
5 th	+5	+4	+4	+1	Precise Shot
6 th	+6/+1	+5	+5	+2	
7 th	+7/+2	+5	+5	+2	Rapid Shot
8 th	+8/+3	+6	+6	+2	+3 Archery
9 th	+9/+4	+6	+6	+3	Mounted Combat
10 th	+10/+5	+7	+7	+3	
11 th	+11/+6/+1	+7	+7	+3	Mounted Archery
12 th	+12/+7/+2	+8	+8	+4	+4 Archery
13 th	+13/+8/+3	+8	+8	+4	Called Shot
14 th	+14/+9/+4	+9	+9	+4	
15 th	+15/+10/+5	+9	+9	+5	Ranged Disarm
16 th	+16/+11/+6/+1	+10	+10	+5	+5 Archery
17 th	+17/+12/+7/+2	+10	+10	+5	Disabling Shot
18 th	+18/+13/+8/+3	+11	+11	+6	
19 th	+19/+14/+9/+4	+11	+11	+6	Between the Eyes
20 th	+20/+15/+10/+5	+12	+12	+6	+6 Archery

Immediately upon taking the rank in Ride, he would gain both feats.

Called Shot: At 13th level, the yeoman can take a penalty to hit and add to his damage with any bow attack as a free action. By aiming for vital areas, the yeoman inflicts more damage on his opponent. The maximum penalty to hit and bonus to damage is the yeoman's Base Attack Bonus.

Ranged Disarm: At 15th level, the yeoman can shoot an opponent's weapon from his hand. To do this, the yeoman must hit his opponent and then succeed in an opposed roll of d20 plus the yeoman's

Archery bonus against his opponent's Dexterity. Any range modifier also modifies the yeoman's roll. This attack is a full round action, which also inflicts normal damage, regardless of whether or not the target is disarmed.

Disabling Shot: At 17th level, the yeoman can knock an opponent down and even make him lame, through a trick shot to the target's legs. To do this, the yeoman must hit his opponent and then succeed in an opposed roll of d20 plus the yeoman's Archery bonus against his opponent's Dexterity. Any range modifier also modifies the yeoman's roll. If the target fails this



opposed check he is knocked prone. If this attack is a critical, then the target must make a Fortitude saving throw (DC 20+ the yeoman's Archery bonus) or have its movement reduced by one half for 1-4 days. This attack is a full round action, which also inflicts normal damage, regardless of whether, or not the target is knocked prone.

Between the Eyes: At 19th level, the yeoman takes a full round action and aims for an extremely vital part of his opponent's anatomy. This attack takes a -4 penalty to hit, but if the yeoman hits his target the attack is automatically a critical hit.



NEW PRESTIGE CLASSES

ALCHEMIST

The alchemist is a master at the art of creating potions and other alchemical sundries. He blends magic and science, studying the ingredients and processes of potion manufacture in a systematic, ordered way. Because of his encyclopedic knowledge of how the ingredients in potions interact, he also gains the ability to mix potions with predictable results.

Hit Die: d4

REQUIREMENTS

To qualify to become an alchemist, a character must fulfill the following criteria.

Class Abilities: Divine or Arcane spellcasting, Caster level 7

Feats: Brew Potion

Skills: Concentration 5 ranks, Craft (alchemy) 10 ranks, Knowledge (arcana) 5 ranks

TABLE 1-12: THE ALCHEMIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Master Alchemist, +1 Spell Level
2 nd	+1	+0	+0	+3	Mixologist 1/day, +1 Spell Level
3 rd	+1	+1	+1	+3	Chemical resistance +1, Taste test; +1 Spell Level
4 th	+2	+1	+1	+4	Mixologist 2/day, +1 Spell Level
5 th	+2	+1	+1	+4	Chemical Resistance +2, +1 Spell Level
6 th	+3	+2	+2	+5	Mixologist 3/day, +1 Spell Level
7 th	+3	+2	+2	+5	Chemical Resistance +3, +1 Spell Level
8 th	+4	+2	+2	+6	Mixologist 4/day, +1 Spell Level
9 th	+4	+3	+3	+6	Chemical Resistance +4, +1 Spell Level
10 th	+5	+3	+3	+7	Mixologist 5/day, +1 Spell Level

CLASS SKILLS

The alchemist's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Open Lock (Int), Profession (Wis), and Spellcraft (Int)

Skill Points at Each Level: 4+Int. modifier

CLASS FEATURES

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

Weapon and Armor Proficiency: Alchemists are proficient in club, crossbow (heavy and light), dagger, and quarterstaff. They are not proficient in armor of any kind.

+1 Spell Level: As the alchemist gains levels, his spellcasting abilities continue to improve.

Master Alchemist (Ex): The alchemist is the undisputed master of his craft. He adds his alchemist level to all craft (alchemy) skill checks, and all appraise skill checks to identify a potion (see below).

He also subtracts twice his alchemist level from the XP cost of any potion he makes. For example, if a 5th level alchemist made a potion that would normally cost him 25 XP, he would only lose 15 (25-10) XP.

Mixologist (Su): The alchemist can tap his magical energy to take any two potions, mix them together, and create a new potion of his choice out of the two. This ability requires a craft (alchemy) skill check, with a DC of 15, modified by the table below.

Any spell effect of 3rd level or below can be mixed, but the spell level of the two potions may make this harder. The effective spell level of a mixed potion is equal to the lower of the two potion spell levels. Thus if a 1st and 2nd level spell potion are mixed, the effective spell level of the potion is 1st.

The caster level of the potion is the average of the caster level of the two potions.

Potions must be mixed with potions, and oils with oils, or the attempt fails, ruining both items. However, two oils can be mixed to produce a new oil.

This ability is a standard action that provokes attacks of opportunity.



Circumstance	DC Mod.
Each spell level the desired spell is above the average potion level	+5
The caster has never made a potion he is attempting to create by normal means	+10
The potion being created is of a spell the alchemist cannot cast (because of class or level)	+10
One of the potions being mixed has an effect similar to the potion desired	-5

Example: Malfor, a 5th level Alchemist (as well as a 7th level Hermit), is traveling through the wilderness when he and his friends are surprised by a band of ogres. The fight is not going well, and both knights traveling with Malfor are heavily wounded. Malfor decides to create a potion of *cure serious wounds* out of a potion of *cure light wounds* (caster level 5) and a potion of *aid* (caster level 7). The spell is one Malfor can cast (his hermit caster level is 6th, 3 from his hermit level, and 3 from his alchemist level), also, Malfor has made a potion of this type before. However, since the spell desired is 3rd level, and the effective spell level of the two potions is 1st level, the GM applies a +10 to the DC. Finally, the GM rules that both potions have an affect similar to the one Malfor desires, and applies a -10 to the DC. So the DC of this potion mix is 15+10 (for the higher spell level) -10 (for both potions being similar in effect) or 15. The caster level of the new potion is 6 (average of 5 and 7).

Chemical Resistance (Ex): The alchemist works with noxious chemicals and acids day in and day out. Over time, his body develops a resistance to these effects. The alchemist gains the listed bonus to all saving throws involving potions, poisons, and acids.

Taste Test (Ex): The alchemist has an extremely refined palette and sense of smell, necessary for his work. This allows him to identify potions by taste, and even smell, with a high degree of accuracy. On an appraise check (DC 20), the alchemist can identify any potion by taste. If he merely wishes to smell the potion, this DC increases by +5.

BERSERKER

Although Arthur and his knights of the Table Round are the greatest fighting force in the world, they face enormous, almost insurmountable opposition from their Saxon opponents. Indeed, only while Britain is united under the awesome might of Uther and then later Arthur, is the Saxon horde resisted. While the bulk of the Saxon forces consist of barbarians, skalds, fighters, yeomen, and even the occasional druid, there exists in the Saxon forces an elite group of shock troops, whose very name is synonymous with blood and gore and terror: the berserkers.

Hit Die: d12

REQUIREMENTS

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

Base Attack Bonus: 10+.

Feats: Power Attack, Cleave, Great Cleave.

Class Ability: Rage.

Nationality (Optional): Saxon.

*The heathen--but that ever-climbing wave,
Hurled back again so often in empty foam,
Hath lain for years at rest--and renegades,
Thieves, bandits, leavings of confusion, whom
The wholesome realm is purged of elsewhere,
Friends, through your manhood and your fealty,--now
Make their last head like Satan in the North.
My younger knights, new-made, in whom your flower
Waits to be solid fruit of golden deeds,
Move with me toward their quelling, which achieved,
The loneliest ways are safe from shore to shore.*

-Alfred Lord Tennyson, The Idylls of the King





TABLE 1-13: THE BERSERKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Greater Rage; Rage 1/day
2 nd	+2	+3	+0	+0	Bloody Slaughter +1d6
3 rd	+3	+3	+1	+1	Rage 2/day
4 th	+4	+4	+1	+1	Indomitable Will; Bloody Slaughter +2d6
5 th	+5	+4	+1	+1	Berserker Fury
6 th	+6	+5	+2	+2	Rage 3/day; Bloody Slaughter +3d6
7 th	+7	+5	+2	+2	Tireless Rage; Bloody Slaughter 2/day
8 th	+8	+6	+2	+2	Bloody Slaughter +4d6
9 th	+9	+6	+3	+3	Rage 4/day
10 th	+10	+7	+3	+3	Mighty Rage; Blood Rage; Bloody Slaughter +5d6

CLASS SKILLS

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

Skill Points at Each Level: 4+ Int. modifier.

CLASS FEATURES

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

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

Rage (Ex): This ability functions as the green knight ability of the same name. If the berserker has this ability from another class, such as barbarian or green knight, the number of times per day he can use this ability adds to the uses per day granted by this class.

Greater Rage (Ex): At 1st level, a berserker's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will

saves increases to +3. The penalty to AC remains at -2.

Bloody Slaughter (Ex): Beginning at 2nd level, the berserker can unleash an attack of unmitigated savagery upon an opponent while he is raging once per day. The berserker gains the listed bonus to the damage from one attack, which must be made while enraged. If the attack is a critical hit, this bonus damage is not multiplied. This attack is so savage that all of the berserker's allies witnessing the attack who have levels in the barbarian class, the skald class, or who possess the Saxon nationality, gain a +2 morale bonus to hit and damage for 1d6 rounds plus the berserker's Charisma modifier. All of the berserker's enemies witnessing this attack take a -2 morale penalty to hit and damage for 1d6 rounds plus the berserker's Charisma modifier.

Indomitable Will (Ex): While in a rage, a berserker of 4th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

Berserker Fury (Ex): While the berserker is raging, he may make an extra attack each round at his highest base attack bonus. However, this extra attack, and all other attacks made that round suffer a -2 penalty to hit.

Tireless Rage (Ex): At 7th level and higher, a berserker no longer becomes fatigued at the end of his rage.

Mighty Rage (Ex): At 10th level, a berserker's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

Blood Rage (Ex): While raging, the berserker increases his Strength modifier to the damage from all melee attacks to 1.5 his normal Strength modifier when using a one handed weapon and two times his Strength modifier if using a two-handed weapon.

CHANGELING

Among the druids, there are some who study the ways of the animal, fascinated by their ability to change shape, to see the world as the animal does. Some of these take their studies to the point that they forego spellcasting altogether, living, working, fighting, thinking like the animal. They are the changelings. Some believe tales of these shapechangers have inspired legends of werewolves and children raised by animals. Still others believe that these beings have even darker secrets and are responsible for lycanthropy. Many wolf men (see the Campaign Guide for a complete description of these creatures) have levels in this class.

Hit Die: d10

REQUIREMENTS

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



Base Attack Bonus: 7+.

Skills: Concentration 5 ranks, Knowledge (nature) 8 ranks, Survival 8 ranks.

Class Ability: Wild Shape.

Feats: Animal Affinity, Self-Sufficient.

CLASS SKILLS

The changeling's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), 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 changeling prestige class.

Weapon and Armor Proficiency: The changeling is proficient in simple and natural weapons. He is not proficient in any form of armor.

Bestial Rage (Ex): The changeling can tap into his baser instincts while in animal form. This ability functions as the rage ability of the green knight, except that the changeling can use this ability only while in animal form.

Wild Empathy (Ex): At 1st level, a changeling can affect the attitude of animals as if he were using the Diplomacy skill. This ability is a d20 roll modified by the character's Charisma modifier and changeling level.

Bestial Lore (Ex): The changeling learns to fight like the animals he changes into. Any time this entry appears in the changeling class table he may select a feat from the following list as a bonus feat: Flyby Attack, Hover, Improved Natural Armor, Multiattack, Snatch, Track, Weapon Focus (natural weapons), Weapon Specialization (natural weapons), Wingover. The changeling must meet all prerequisites for these

TABLE 1-14: THE CHANGELING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Bestial Rage 1/day; Wild Empathy; Bestial lore
2 nd	+2	+3	+3	+0	Animal Magnetism; Wild Shape (Large) 1/day
3 rd	+3	+3	+3	+1	Bestial Rage 2/day; Bestial Lore
4 th	+4	+4	+4	+1	Wild Shape (Tiny) 2/day
5 th	+5	+4	+4	+1	Bestial Rage 3/day; Bestial Lore; Call of the Wild
6 th	+6	+5	+5	+2	Wild Shape (huge) 3/day; Animal Reflexes
7 th	+7	+5	+5	+2	Bestial Rage 4/day; Bestial Lore
8 th	+8	+6	+6	+2	Wild Shape 4/day; Animal Senses
9 th	+9	+6	+6	+3	Bestial Rage 5/day; Bestial Lore
10 th	+10	+7	+7	+3	Wild Shape 5/day; Alpha One

feats and can only use them in an appropriate form (so wingover could only be used in a form with a flight speed, and snatch could only be used in a huge form).

Animal Magnetism (Su): Animals respond to the changeling and heed his call. The changeling can cast *summon nature's ally* spells in animal form as if the character had the natural spell feat.

Call of the Wild (Su): As animal magnetism, except all such spells are affected as though the caster had the innate spell feat (the spells cost –2 fewer spell points to cast). Also, all animals summoned through this ability are affected as if the caster had the augment summon feat.

Animal Reflexes (Ex): The changeling gains the benefits of the evasion class ability while in animal form, taking no damage from any spell that allows a Reflex saving throw on a successful save.

Animal Senses (Ex): The changeling gains a +4 bonus to Spot, Listen, and Survival checks made for tracking while in animal form (the changeling must either possess the Tracking feat or be in a form with the scent ability in order to track however).

Alpha One (Su): The changeling is recognized as a leader and almost worshipped by the animals around him. *Summon nature's ally* spells cast by the character in animal form cost –4 spell points less to cast, and all animals summoned gain a +6 bonus to Strength and Constitution.

COURT MAGE

Although its practice is discouraged as heretical by the followers of the One God, especially the Church of Rome, the powers of the hedge mage are recognized and sought out by powerful nobles who seek to add its power to their own. Because of their power and wisdom, mages make excellent advisors, and since their position in communities is often tenuous, with neither the druidic cults of the Old Faith nor the Church of Rome to protect them, many mages seek the employ of a powerful noble for the standing, stability, and protection it offers.

Hit Die: d4.



TABLE 1-15: THE COURT MAGICIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Word is Your Bond; Aura of Wisdom, +1 Spell Level
2 nd	+1	+0	+0	+3	+1 Spell Level, Quest +1
3 rd	+1	+1	+1	+3	+1 Spell Level
4 th	+2	+1	+1	+4	Bonus Feat, +1 Spell Level
5 th	+2	+1	+1	+4	+1 Spell Level, Quest +2
6 th	+3	+2	+2	+5	August Personage, +1 Spell Level
7 th	+3	+2	+2	+5	August Personage (Officer of the Court), +1 Spell Level
8 th	+4	+2	+2	+6	Bonus Feat, +1 Spell Level, Quest +3
9 th	+4	+3	+3	+6	August Personage (Diplomatic Immunity), +1 Spell Level
10 th	+5	+3	+3	+7	Bonus Feat, +1 Spell Level

REQUIREMENTS

To qualify to become a court mage, a character must fulfill the following criteria.

Skills: Prophecy 10 ranks. Diplomacy 10 ranks

Class abilities: Lesser prophecy

Nobility: 50+

CLASS SKILLS

The court mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Prophecy (Wis), Sense Motive (Wis), and Spellcraft (Int)

Skill Points at Each Level: 6+ Int. modifier

CLASS FEATURES

All of the following are features of the court mage prestige class.

Weapon and Armor Proficiency: Court mages are proficient in club, crossbow (heavy and light), dagger, and quarterstaff. They are not proficient in armor of any kind.

+1 Spell Level: As the court mage gains levels, his caster level as a hedge mage continues to advance.

Word is Your Bond (Ex): Court mages are highly respected, but they must take steps to insure that their honesty is beyond reproach, both to insure their lord and master that they can be trusted, but also to assure their value as negotiators and diplomats. Court mages suffer double nobility penalties for all dishonesty transgressions.

Aura of Wisdom (Ex): Court mages tap the respect and fear accorded their power and position, gaining +1 spell point per 10 nobility. Court mages also gain double bonuses to non-intimidate Charisma skills from nobility, adding +1 per 10 points, rather than the usual +1 per 20.

Quest: Same as the Noble class ability. If the character already possesses this ability, the bonuses stack.

Discerning Ear (Ex): On a successful sense motive check to gain a "hunch" (DC 20), court mages of level 4 and above can automatically detect any falsehood knowingly spoken to them.

August Personage (Ex): At 6th level and above, the court mage gains a +1 bonus per 10 nobility to all intimidate skill checks. He also recovers spell points faster when in the lands ruled by his lord, gaining a +1 per hour bonus to spell point recovery.

At 7th level, the court mage also gains a +1 bonus to spell point recovery when undertaking a quest on his liege's behalf.

At 9th level, the court mage is such a high ranking member of his lord's court that attacking him while on a mission for his lord unknowingly is a moderate dishonesty transgression. Knowingly attacking the court mage is a severe dishonesty transgression.

Bonus Feats: At the levels indicated, the court mage gains a bonus feat, which may be any metamagic or item creation feat.

CRUSADER

The crusader is a knight who serves a holy cause, often undertaking arduous quests at the behest of the priesthood to recover lost relics of power or restore holy lands. These knights are actually invested with priestly powers of their own, both mundane and divine.

Hit Die: d10.

REQUIREMENTS

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

Skills: Knowledge (nobility and royalty) 5 ranks, Knowledge (religion) 5 ranks, Ride 8 ranks

Feats: Faith, Zealot.

Base Attack Bonus: 5+.

Class Abilities: Code of Chivalry.

Nobility: 41+.



CLASS SKILLS

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

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

CLASS FEATURES

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

TABLE 1-16: THE CRUSADER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Smite Infidel 1/day
2 nd	+2	+3	+0	+0	Lay on Hands; Mounted Combat
3 rd	+3	+3	+1	+1	Divine Spells; Aura of Piety; Crusade +1
4 th	+4	+4	+1	+1	Mounted Combat +1; Knight’s Warhorse
5 th	+5	+4	+1	+1	Smite Infidel 2/day
6 th	+6	+5	+2	+2	Crusade +2
7 th	+7	+5	+2	+2	
8 th	+8	+6	+2	+2	Mounted Combat +2
9 th	+9	+6	+3	+3	Crusade +3
10 th	+10	+7	+3	+3	Smite Infidel 3/day

Weapon and Armor Proficiency: A crusader is proficient in all simple and martial weapons and with all armor (heavy, medium, and light) and shields (except tower shields). However, the code of chivalry will sometimes restrict a crusader’s choice of weapon.

Lay on Hands (Su): Beginning at 2nd level, a crusader with a Charisma of 12 or higher can heal wounds (her own or those of others) by touch. Each day, she can heal a total number of hit points of damage equal to her crusader level x her Charisma modifier.

Mounted Combat: At 3rd level, crusaders receive this feat for free, as long as they meet the prerequisites.

Aura of Piety (Ex): Crusaders who live holy lives are smiled upon by the One God. Crusaders gain a bonus to all healing spells of +1 per 10 points of nobility. Crusaders also gain one bonus spell point per 10 points of nobility.

Priest Spells: At 3rd level, the crusader is able to cast divine magic as a priest. Spell points, maximum spell level, and caster level are all as a caster two levels lower than the character’s crusader level.

However, the crusader has her own spell list, so some spells may be available to her at a lower level.

Mounted Combat: A crusader who has the mounted combat feat gains bonuses to attack rolls, ride checks, and handle animal (horse) checks, as listed on the crusader’s class table. If a crusader directs his mount to attack, his mount also gains this bonus, as long as the crusader is in the saddle when the mount attacks.

Knight’s Warhorse: At 4th level, the crusader gains the ability to train and form a bond with his mount as a knight 3 levels lower than his crusader level. Crusaders who also have this ability through the knight class add their crusader level to their knight level for determining mount abilities.

Smite Infidel: Beginning at 5th level, a crusader may attempt to smite an infidel (see the priest class for a definition of this term in the game) with one normal melee attack. She adds her Charisma modifier (if any) to her attack roll and deals +1 damage per crusader level on a successful attack.

At 7th level, the crusader may use this ability twice per day, and at 10th level, three times per day.



ENCHANTRESS

The enchantress is a mistress of illusion, able to fool the eye and bend the heart to her will. Beauty and deception are her greatest weapons, and many a knight has been slain by a beautiful woman he thought harmless.
Hit Die: d4.

TABLE 1-17: THE ENCHANTRESSES

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Enchantress; +1 spell level
2 nd	+1	+0	+0	+3	+1 spell level
3 rd	+1	+1	+1	+3	Innate Spell; +1 spell level
4 th	+2	+1	+1	+4	+1 spell level
5 th	+2	+1	+1	+4	+1 spell level
6 th	+3	+2	+2	+5	Innate Spell; +1 spell level
7 th	+3	+2	+2	+5	+1 spell level
8 th	+4	+2	+2	+6	+1 spell level
9 th	+4	+3	+3	+6	Innate Spell; +1 spell level
10 th	+5	+3	+3	+7	+1 spell level

When Sir Accolon saw this, he blessed him and said, Jesus save my lord King Arthur, and King Uriens, for these damosels in this ship have betrayed us, they were devils and no women; and if I may escape this misadventure, I shall destroy all where I may find these false damosels that use enchantments.

-Sir Thomas Malory, Le Morte d'Arthur

REQUIREMENTS

To qualify to become an enchantress, a character must fulfill the following criteria.
Feats: Spell Focus (enchantment).
Abilities: Charisma 13+.
Skills: Diplomacy 8 ranks, Bluff 8 ranks.
Class Abilities: Arcane spellcasting.

CLASS SKILLS

The enchantress' class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana), Knowledge (local),

Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int).
Skill Points at Each Level: 4 + Int. modifier.

CLASS FEATURES

All of the following are features of the enchantress prestige class.
Weapon and Armor Proficiency: Enchantresses are proficient in simple weapons. They are not proficient in any type of armor, since armor interferes with their spell casting abilities.
Enchantress: As the enchantress rises in level, her magical energies make her appearance increasingly intoxicating. The enchantress adds her class level



TABLE 1-18: THE LADY OF THE LAKE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Breathe Water; +1 spell level
2 nd	+1	+0	+0	+3	+1 spell level
3 rd	+2	+1	+1	+3	Walk on Water; +1 spell level
4 th	+3	+1	+1	+4	+1 spell level
5 th	+3	+1	+1	+4	Tap Water; +1 spell level

The meanwhile that they were thus at the battle, came the Damosel of the Lake into the field... and she came thither for love of King Arthur, for she knew how Morgan le Fay had so ordained that King Arthur should have been slain that day, and therefore she came to save his life.

-Sir Thomas Malory, Le Morte d'Arthur

to all Charisma-based skills except Intimidate when dealing with members of the opposite sex.

Innate Spell: At 3rd, 6th, and 9th level the enchantress receives this feat for free, applicable to the following spells: Charm Person, Disguise Self, Hypnotism, Sleep, Alter Self, Eagle's Splendor, Hypnotic Pattern, Hold Person, Suggestion, Charm Monster, Confusion

+1 Spell Level: As the enchantress rises in level she continues to gain power as a hedge mage of equal level.

LADY OF THE LAKE

The ladies of the lake are a secretive group of mages and druids who guard some of the most closely held secrets of Arthurian Britain and France. Both because of the power they draw from certain ancient, sacred lakes, and because of their desire to

remove themselves from contact with the outside world, these maids actually live underwater, coming forward only when needed to serve their mysterious causes.

Hit Die: d8

REQUIREMENTS

To qualify to become a lady of the lake, a character must fulfill the following criteria.

Class Abilities: Wild Shape.

Skills: Knowledge (Nature) 8 ranks, Swim 8 ranks.

Nobility: 51+.

Special: Character must be female.

CLASS SKILLS

The lady of the lake's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (history) (Int),



Knowledge (nature) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), 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 lady of the lake prestige class.



Weapon and Armor Proficiency: Ladies of the lake are proficient in simple weapons and light armor.

Breathe Water (Su): Ladies of the lake may breathe water, as the spell, at will.

Walk on Water (Su): At 3rd level, ladies of the lake may walk on water, as the spell, at will.

Tap water (Ex): In addition to any other manner in which the lady of the lake is able to recover spell points, being close to large bodies of fresh water grants the lady of the lake +1 spell point per hour.

+1 spell level: Ladies of the lake continue to advance in a spellcasting class of their choice. Each time the lady of the lake gains a level she must choose one spellcasting class to advance one caster level.

QUEST KNIGHT

The quest knights are the best of the best of the best. Only the best knights in the world get the chance to sit at the Table Round, and of those, only the bravest, purest, and noblest of heart will get the chance to seek the grail. Lancelot, Tristram, Percival, Galahad, and Pellinore; these knights form a rare company indeed.

Hit Die: d12.

REQUIREMENTS

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

Base Attack Bonus: 10+.

Nobility: 71+.

Feats: Faith, Piety, Mounted Combat.

Skills: Knowledge (nobility and royalty) 10 ranks, Ride 10 ranks.

Class Abilities: Code of Chivalry.

*“Blow trumpet, for the world is white with May!
Blow trumpet, the long night hath roll’d away!
Blow thro’ the living world- ‘Let the King reign!’*

*“Shall Rome or Heathen rule in Arthur’s realm?
Flash brand and lance, fall battle-axe upon helm,
Fall battle-axe, and flash brand! Let the King reign!*

*“Strike for the King and live! His knights have heard
That God hath told the King a secret word.
Fall battle-axe and flash brand! Let the King reign!*

*“Blow trumpet! He will lift us from the dust.
Blow trumpet! Live the strength and die the lust!
Clang battle-axe and clash brand! Let the King reign!*

*“Strike for the king and die! And if thou diest,
The King is king, and ever wills the highest.
Clang battle-axe and clash brand! Let the King reign!*

*“Blow, for our Sun is mighty in his May!
Blow, for our Sun is mightier day by day!
Clang battle-axe and clash brand! Let the King reign!*

*“The King will follow Christ, and we the King,
In whom the high God hath breathed a secret thing.
Fall battle-axe and flash brand! Let the King reign!”*

-Song of the Round Table, Alfred Lord Tennyson, Idylls of the King

CLASS SKILLS

The quest knight’s class skills (and the key ability for each skill) are Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility and royalty), Ride (Dex), and Survival (Wis).

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

CLASS FEATURES

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

Weapon and Armor Proficiency: A quest knight is proficient in all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields). However, the code of chivalry will sometimes restrict a quest knight’s choice of weapon.

Aura of Knighthood (Ex): A quest knight gains a +1 bonus for each 20 points of nobility to Intimidate skill checks, level checks to resist Intimidation, and Will saving throws to resist fear.

Knight’s Warhorse (Ex): This ability functions as the knight ability of the same name. If the quest knight has this ability from another class (knight or crusader) then those levels add to those from this class to determine the character’s effective level for purposes of this ability.

Divine Grace (Su): At 2nd level, the quest knight gains a bonus equal to her Charisma modifier (if any) on all saving throws.

Perseverance (Ex): The quest knight is unwavering in his perseverance to accomplish any task set for him. At 3rd level and above, if the quest knight is pursuing a quest, she may continue functioning when below 0 HP as if she had the diehard feat.

Quest Knight (Ex): Although all characters can benefit from quests, quest knights are exceptionally driven when pursuing a goal, no matter how elusive. As with all quest benefits, these benefits are only gained when an adventure directly relates to getting closer to the quest goal.

At 4th level, the quest knight adds the quest bonus of any quest (see the noble class for more information on this) to his attack rolls, in addition to skill checks and saving throws.

At 6th level, the quest knight adds the quest bonus of any quest to his initiative rolls.



At 8th level, the quest knight adds the quest bonus of any quest to his damage rolls.

Divine Health (Ex): At 5th level, the quest knight gains immunity to all diseases, including supernatural and magical diseases.

Fortitude of Knighthood (Ex): At 7th level, the quest knight gains a bonus of +1 HP per 10 points of nobility she possesses.

Mantle of Knighthood (Ex): At 9th level, the quest knight gains a bonus of +1 armor class per 20 points of nobility she possesses.

Vision Quest (Ex): At 10th level, the quest knight can set his own quests, gaining a quest bonus of +1 per 20 points of nobility maximum. Often such quests are quixotic, even bizarre, personal attempts at redemption or a hope to see a glimpse of perfection. King Pellinore's pursuit of the questing beast is an example of such a quest.



TABLE 1-19: THE QUEST KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Knight's Warhorse; Aura of Knighthood
2 nd	+2	+3	+0	+3	Divine Grace
3 rd	+3	+3	+1	+3	Perseverance
4 th	+4	+4	+1	+4	Quest Knight (Attacks)
5 th	+5	+4	+1	+4	Divine Health
6 th	+6	+5	+2	+5	Quest Knight (Initiative)
7 th	+7	+5	+2	+5	Fortitude of Knighthood
8 th	+8	+6	+2	+6	Quest Knight (Damage)
9 th	+9	+6	+2	+6	Mantle of Knighthood
10 th	+10	+7	+3	+7	Vision Quest

SAINT

Among the followers of the One God, some are especially blessed and called to do great works on behalf of their God. These holy men will go down in history as great scholars, healers, and sometimes martyrs.

Hit Die: d6.

REQUIREMENTS

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

Skills: Knowledge (religion) 13 ranks, Diplomacy 8 ranks.

Feats: Faith, Piety.

Nobility: 65+.

Class Abilities: Ordination, Turn the other cheek, Aura of piety, Literacy.

Special: Before taking a level in this prestige class a character must take a vow of poverty and chastity.

CLASS SKILLS

The saint's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (history, local, nobility and royalty, religion) (Int), Profession (Wis), Prophecy (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 6+Int. modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Saints gain no weapon or armor proficiencies from this class, knowing only what they bring to the class from previous professions.

Aura of Sanctity (Ex): The saint is highly respected by all who meet him for the sanctity and purity with which he lives his life. This ability grants the character a bonus of +1 spell point per 10 points of nobility. This ability also grants the saint +1 per 10 points of nobility to all priest or hermit spells that



have a random result. In addition, all non-Intimidate Charisma bonuses are doubled (+1 per 10 points of nobility rather than the usual +1 per 20). This ability takes the place of aura of piety. All nobility penalties due to transgressions are doubled.

+1 Spell Level: The saint's caster level continues to rise in either the priest or the hermit class (if the character has levels in both these classes he may choose, since their spell lists are slightly different).

Litany (Su): A saint's voice itself carries the power of the One God, and his chants and prayers are especially moving. Beginning at 2nd level, a saint may perform a special version of the *prayer* spell once per day. As the saint rises in level, he may perform a litany more than once per day, as indicated on the character's class table. The saint must be able to speak to perform a litany. Beginning a litany is a standard action. All those who can hear the saint are affected by a litany, and the saint can maintain the effect as a free action for one round per saint level.

A litany grants all allies who can hear it a +1 luck bonus to attack rolls, damage rolls, saves, and skill checks. Allies who possess the Faith feat receive a +2 bonus to these rolls. Allies who possess the Piety feat are healed 1d6 points of damage. Allies who possess the Zealot feat receive an additional +1 (for a +3 total) to their damage rolls.

Enemies who hear the litany receive a -1 to attack rolls, damage rolls, saves, and skill checks. Enemies who are infidels receive a -2 on such rolls.

Proselytize (Ex): Saints are famous for carrying their message to barbarians, infidels, and others who would ordinarily be quite hostile to it. However, the sanctity and solemnity of the saint grant a special power to their words, and they often are able to convert hostile groups that would kill a less convincing speaker (though many saints have themselves died on unsuccessful missions to convert the infidel). The character adds his saint level to all Diplomacy skill checks.

TABLE 1-20: THE SAINT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Aura of Sanctity, +1 spell level
2 nd	+1	+0	+0	+3	Litany 1/day, +1 spell level
3 rd	+1	+1	+1	+3	Proselytize, +1 spell level
4 th	+2	+1	+1	+4	Litany 2/day, +1 spell level
5 th	+2	+1	+1	+4	Papal Intercession, +1 spell level
6 th	+3	+2	+2	+5	Litany 3/day, +1 spell level
7 th	+3	+2	+2	+5	Beatification, +1 spell level
8 th	+4	+2	+2	+6	Litany 4/day, +1 spell level
9 th	+4	+3	+3	+6	Clean Slate, +1 spell level
10 th	+5	+3	+3	+7	Litany 5/day, Divine Intervention, +1 spell level

Papal Intercession (Ex): Saints are revered even by the highest members of the Church of Rome, and their advice carries great weight even to these exalted personages. This ability functions as the noble ability of the same name.

Beatification (Su): At this level, the saint is confirmed in the minds of the common folk as one of the holy, and his position as a saint is guaranteed after his death (before this level, a character must die a martyr's death to be guaranteed sainthood). The character now has a *cultus*, or group of worshippers of his own, who pray to *him*. This ability grants the saint the ability to maximize any healing spell (as the feat of the same name) if he spends 3 extra spell points during casting (normally maximizing a spell costs 6 extra spell points). The saint's litany also now carries the effects of a *bull's strength* spell on allies with the Faith feat, heals 2d6 points of damage to allies with the Piety feat, and doubles the threat ranges of all weapon attacks made by allies with the Zealot feat.

Clean Slate (Su): The saint can absolve any sin of any severity. However, he will only do so if the character is truly repentant. This ability grants a saint the supernatural ability to know instantly whether a petitioner is truly repentant or not.

Divine Intervention (Su): This ability functions as the priest ability of the same name.

SPECTRAL KNIGHTS

The following classes are meant to represent the various types of "knights of color" one finds throughout Arthurian legend. Although there were multiple Black, Blue, Green, and Red knights scattered throughout the tales, these classes transform those individual knights (who for whatever reason used a similar theme in dress) into knightly orders. These classes are primarily intended to add flavor and new options for high-level knights not of Arthur's court.



BLACK KNIGHT

Black knights care nothing for the code of chivalry, hiding their deeds with black armor and a black shield with no identifying marks or devices. Early in Arthur's reign these knights operate alone and are hunted almost into extinction by the Round Table. Late in his reign, however, the last of these knights will band together under Mordred and teach their dark ways to new converts, many of them young knights, formerly of Arthur's court.

Black knights wear their lack of honor as a badge and even gain power and strength through their hatred of those nobler and worthier than them through their black heart class ability. Unlike the robber baron who uses his martial prowess to gain wealth, the black knight is an engine of destruction, seeking the death of anything good and noble he encounters in his travels.

Black knights are also inclined to terrorize the peasants they meet, robbing them or "adopting" a community and forcing them to support their activities.

Hit Die: d12.

REQUIREMENTS

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

Base Attack Bonus: 7+.

Skills: Ride 10 ranks, Intimidate 10 ranks, Knowledge (nobility and royalty) 5 ranks.

CLASS SKILLS

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

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

TABLE 1-21: THE BLACK KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Black Knight
2 nd	+2	+3	+0	+0	Black Heart +1d6 1/day
3 rd	+3	+3	+1	+1	Mounted Combat +1; Knight's Warhorse
4 th	+4	+4	+1	+1	Black Heart +2d6
5 th	+5	+4	+1	+1	Bonus Feat
6 th	+6	+5	+2	+2	Mounted Combat +2; Black Heart +3d6
7 th	+7	+5	+2	+2	Black Shield, Black Heart 2/day
8 th	+8	+6	+2	+2	Black Heart +4d6
9 th	+9	+6	+3	+3	Mounted Combat +3
10 th	+10	+7	+3	+3	Black Heart +5d6

CLASS FEATURES

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

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

Black Knight (Ex): Black knights hide their identities behind a black shield with no device, wandering Britain as a nameless, faceless terror. They add their black knight level to all Intimidate skill checks, and to the DC of any Knowledge (nobility and royalty) checks to identify them.

Black Heart (Ex): Black knights despise the so-called "good" and "noble" knights, hating all they stand for and believing their talk of honor to be a sham and a ruse. Once per day, when a black knight hits a character with a nobility 10 or more points higher than his own, he adds this bonus to his damage. If the black knight scores a critical hit, this damage is not multiplied. At 7th level the Black Knight may use this ability twice per day.





TABLE 1-22: THE BLUE KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Breathe Water
2 nd	+2	+3	+0	+0	Knight's Warhorse
3 rd	+3	+3	+1	+1	Druid spells
4 th	+4	+4	+1	+1	Mounted Combat +1
5 th	+5	+4	+1	+1	Walk on Water
6 th	+6	+5	+2	+2	Bonus feat
7 th	+7	+5	+2	+2	Blue Armor
8 th	+8	+6	+2	+2	Mounted Combat +2
9 th	+9	+6	+3	+3	Bonus feat
10 th	+10	+7	+3	+3	Tap Water

Mounted Combat (Ex): At 3rd level, the black knight gains this feat for free, provided he meets the prerequisites. A black knight who has the mounted combat feat gains bonuses to attack rolls, ride checks, and handle animal (horse) checks, as listed on the black knight's class table. If a black knight directs his mount to attack, his mount also gains this bonus, as long as the black knight is in the saddle when the mount attacks.

Knight's Warhorse: At 3rd level, the black knight gains the ability to train and form a bond with his mount as a knight 3 levels lower than his black knight level. Black knights who also have this ability through the knight class add their black knight level to their knight level for determining mount abilities.

Bonus Feat: At 5th level, the black knight receives a bonus feat from the fighter list.

Black Shield (Ex): At 7th level, a black knight may use a black shield (information about this type of magic shield may be found in the GM's guide).

BLUE KNIGHT

The blue knights are servants of the ladies of the lake, serving to protect the holy lakes and help in the service of the kings of Britain and France. These knights tend to swear fealty to one of the great ladies of the lake, such as Vivien or Nimue, but since both of those ladies in turn have sworn to protect and serve Arthur, blue knights are also seen in Arthur's court.

Trained by the ladies of the lake, blue knights gain the advantage of druidic magic as they rise in level. These knights also share the bond with the rivers and lakes that is the hallmark of the ladies and all who serve them. Although any worthy knight may petition to serve a lady and become a blue knight, most of the knights who follow this path were either abandoned to the waters as children or orphaned by accidents at sea or on the water, and the ladies have taken pity on them and raised them.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: 7+.

Skills: Ride 5 ranks, Knowledge (nature) 5 ranks, Swim 5 ranks.

Nobility: 50+.

Feats: Faith, Piety.

Class Abilities: Code of Chivalry.

CLASS SKILLS

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

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



CLASS FEATURES

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

Weapon and Armor Proficiency: A blue knight is proficient in all simple and martial weapons and with all armor (heavy, medium, and light) and shields (excluding tower shields). However, the code of chivalry will sometimes restrict a blue knight's choice of weapon.

Breathe Water (Su): Blue knights may breathe water, as the spell, at will.

Druid spells: At 3rd level, the blue knight can cast spells as a druid with a caster level equal to his blue knight level minus two. The blue knight casts spells off the druid list and recovers spell points exactly like a druid.

Knight's Warhorse (Ex): This ability functions as the knight ability of the same name. If the blue knight has this ability from another class (knight or crusader) then those levels add to those from this class to determine the character's effective level for purposes of this ability.

Mounted Combat: At 4th level, the blue knight gains this feat for free, provided he meets the prerequisites. A blue knight who has the mounted combat feat gains bonuses to attack rolls, ride checks, and handle animal (horse) checks, as listed on the blue knight's class table. If a blue knight directs his mount to attack, his mount also gains this bonus, as long as the blue knight is in the saddle when the mount attacks.

Walk on Water (Su): At 5th level, blue knights may walk on

water, as the spell, at will.

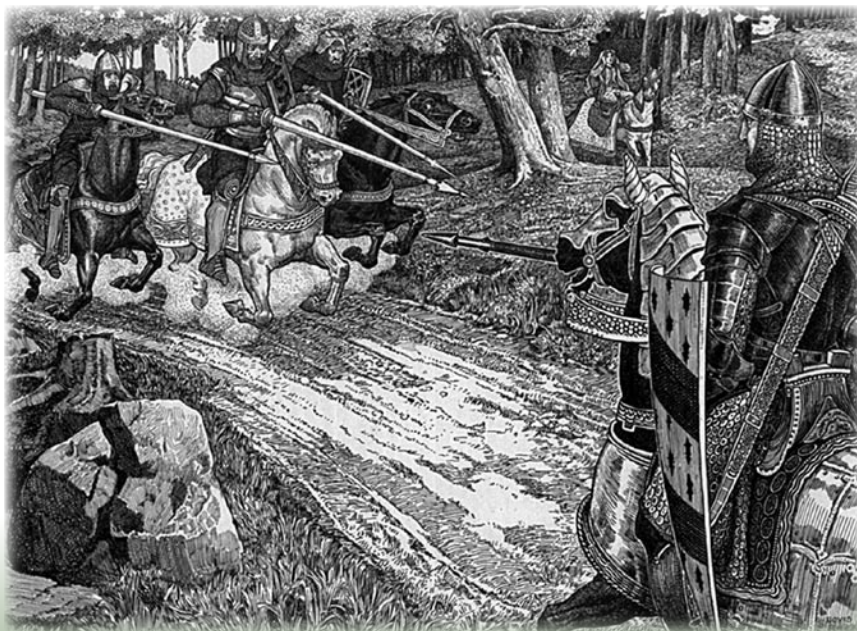
Blue Armor (Ex): At 7th level, a blue knight may use blue armor (information about this type of magic armor may be found in the GM's guide).

Tap water (Ex): In addition to any other manner in which the blue knight is able to recover spell points, being close to large bodies of fresh water grants the blue knight +1 spell point per hour.

Bonus feats: At 6th and 8th level, the blue knight gains a bonus feat from the fighter list.

GREEN KNIGHT

The Green Knight is most at home in the wild. His connection with nature makes him a fearsome opponent, fighting with a wild abandon like a cornered animal. Few knights care to match wits with a green knight in his home environment, and knowing this, these warriors tend to build their castles in deep



forests or desolate bogs.

Green knights are often seen in the company of giants, another factor that adds to their mystique and aura of danger. Although not intrinsically ignoble, green knights are far too savage to care for the code of chivalry, and most knights who follow this path wind up in opposition to Arthur's court.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: 7+.

Feats: Alertness, Animal Affinity, Tracking.

CLASS SKILLS

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

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: A green knight is proficient in all simple and martial weapons and with all armor (heavy, medium, and light) and shields (excluding tower shields).

Rage (Ex): A green knight can fly into a rage a certain number of times per day. In a rage, a green knight temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the green knight's hit points by 2 points per level, but



TABLE 1-23: THE GREEN KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Rage 1/day; Knight's Warhorse
2 nd	+2	+3	+0	+0	Wild Empathy
3 rd	+3	+3	+1	+1	Woodland Stride
4 th	+4	+4	+1	+1	Trackless Step
5 th	+5	+4	+1	+1	Rage 2/day
6 th	+6	+5	+2	+2	Bonus feat
7 th	+7	+5	+2	+2	Resist Nature's Lure; Green Armor
8 th	+8	+6	+2	+2	Bonus feat
9 th	+9	+6	+3	+3	Venom Immunity
10 th	+10	+7	+3	+3	Rage 3/day

these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a green knight cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A green knight may prematurely end his rage. At the end of the rage, the green knight loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Entering a rage takes no time itself, but a green knight can do it only during his action, not in response to someone else's action.

Knight's Warhorse (Ex): This ability functions as the knight ability of the same name. If the green knight has this ability from another class (knight or crusader) then those levels add to those from this class to determine the character's effective level for purposes of this ability.

Wild Empathy (Ex): At 2nd level, a green knight can affect the attitude of animals as if he were using the diplomacy skill. This ability is a d20 roll modified by the character's Charisma modifier and green knight level.

Woodland Stride (Ex): At 3rd level, a green knight and his mount may move through any sort of undergrowth at his normal speed and without taking any damage. This ability also allows a green knight and his mount to move through swamp and bog terrain at their normal movement rate.

Trackless Step (Ex): At 4th level, a green knight and his mount leave no trail and cannot be tracked.

Resist Nature's Lure (Ex): At 7th level, a green knight gains a +4 saving throw against the spells and spell-like abilities of the fey.

Green Armor (Ex): At 7th level, a green knight may use green armor (information about this type of

magic armor may be found in the GM's guide).

Venom Immunity (Ex): At 9th level, a green knight gains immunity to all poisons.

Bonus feats: At 6th and 8th level, the green knight gains a bonus feat from the fighter list.

PURPLE KNIGHT

Purple has long been associated with royalty, and as the purple knight carries out his missions, he relies on this. The purple knight is a royal messenger and diplomat, traveling deep into hostile territory to send Royal communiqués to the King's allies and his opponents, often armed with nothing more than his sword and the royal banner. These messages could end a war if delivered with enough speed or start one if they fall into the wrong hands, and only the bravest are willing to take on these assignments.

Since speed is the best protection, and time is of the essence, a purple knight must be a master horseman. He must also be a man of the finest, noblest character and be able to deliver bad news with a delicate touch.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: 5+.

Skills: Diplomacy 5 ranks, Ride 10 ranks, Handle Animal 10 ranks.

Nobility: 50+.

CLASS SKILLS

The purple knight's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nobility and royalty), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis).

Skill Points at Each Level: 4+Int. modifier.



CLASS FEATURES

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

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

Knight's Warhorse: This ability functions as the knight ability of the same name. If the character has this ability from another class (knight or crusader), then those levels add to those from this class to determine the character's effective level for purposes of this ability.

TABLE 1-24: THE PURPLE KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Knight's Warhorse; +1 Mounted Combat; Diplomatic Immunity
2 nd	+2	+3	+0	+3	Burst of Speed +10'; Horse Whisperer
3 rd	+3	+3	+1	+3	Like the Wind +1
4 th	+4	+4	+1	+4	Burst of Speed 20'; +2 Mounted Combat
5 th	+5	+4	+1	+4	Like the Wind +2
6 th	+6	+5	+2	+5	Burst of Speed 30'
7 th	+7	+5	+2	+5	Like the Wind +3
8 th	+8	+6	+2	+6	Burst of Speed 40'; +3 Mounted Combat
9 th	+9	+6	+3	+6	Like the Wind +4
10 th	+10	+7	+3	+7	Burst of Speed 50'

Mounted Combat: At 1st level, the character gains this feat for free, provided he meets the prerequisites. A character who has the Mounted Combat feat gains bonuses to attack rolls, Ride Checks, and Handle Animal (horse) checks, as listed on the purple knight's class table. If a purple knight directs his mount to attack, his mount also gains this bonus, as long as the character is in the saddle when the mount attacks.

Diplomatic Immunity: Purple knights are afforded the protection of kings and great lords, and few are willing to violate that trust. Attacking a purple knight while he is acting as an envoy is a moderate dishonesty transgression even if the attacker does not know who the purple knight is. Knowingly attacking a purple knight while on a mission is a severe dishonesty transgression. If a lord agrees to accept a messenger from a rival in good faith and *then* attacks him, he has committed two severe dishonesty transgressions.

This ability also doubles the purple knight's nobility bonus to non-Intimidate skill checks, granting him a +1 bonus per 10 points of nobility, rather than the usual +1 per 20 points.

Burst of Speed: A purple knight can spur his mount to tremendous speeds when necessary. The bonus listed on the class table adds to the +10' bonus normally gained from spurring a mount. A burst of speed inflicts 1d6 points of damage to the purple knight's mount, and this damage increases by 1-6 points each round.

Horse Whisperer: Purple knights have a special affinity for horses. At 2nd level and above, the character adds his purple knight level to all Handle Animal checks made to train a horse.

Like the Wind: The purple knight is also highly skilled at achieving maintainable high speeds with his mount. The character adds the listed bonus to his mount's per hour movement. The mount can maintain this speed for a full eight hours. For example a light warhorse can move 6 miles per hour, or 48 miles per day, when carrying a light load. At 3rd level, the purple knight can achieve 7 miles per hour, or 56 miles per day, with the same horse. At 9th level, the purple knight could travel 10 miles per hour, or 80 miles per day.



TABLE 1-25: THE RED KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Mounted Combat +1
2 nd	+1	+0	+3	+0	Sneak Attack +1d6
3 rd	+2	+1	+3	+1	Hedge Mage spells
4 th	+3	+1	+4	+1	Sneak Attack +2d6
5 th	+3	+1	+4	+1	Mounted Combat +2
6 th	+4	+2	+5	+2	Sneak Attack +3d6
7 th	+5	+2	+5	+2	Bonus Feat; Red Armor
8 th	+6	+2	+6	+2	Sneak Attack +4d6
9 th	+6	+3	+6	+3	Bonus Feat
10 th	+7	+3	+7	+3	Mounted Combat +3; Sneak Attack +5d6

RED KNIGHT

The red knight uses sorcery to supplement his combat abilities, usually for disreputable ends. Since no self-respecting knight would do this, red knights tend to keep their abilities secret until needed or operate alone. Most red knights come from the ranks of the robber barons and grow in numbers late in Arthur's reign, when Morgan seduces knights away from Arthur's court and trains them in her eldritch arts.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: 5+.

Skills: Hide 5 ranks, Bluff 5 ranks, Ride 5 ranks.

Class Abilities: Sneak attack +2d6.

CLASS SKILLS

The red knight's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Forgery

(Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nobility and royalty), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), and Sleight of Hand (Dex).

Skill Points at Each Level: 4 + Int. modifier.

CLASS FEATURES

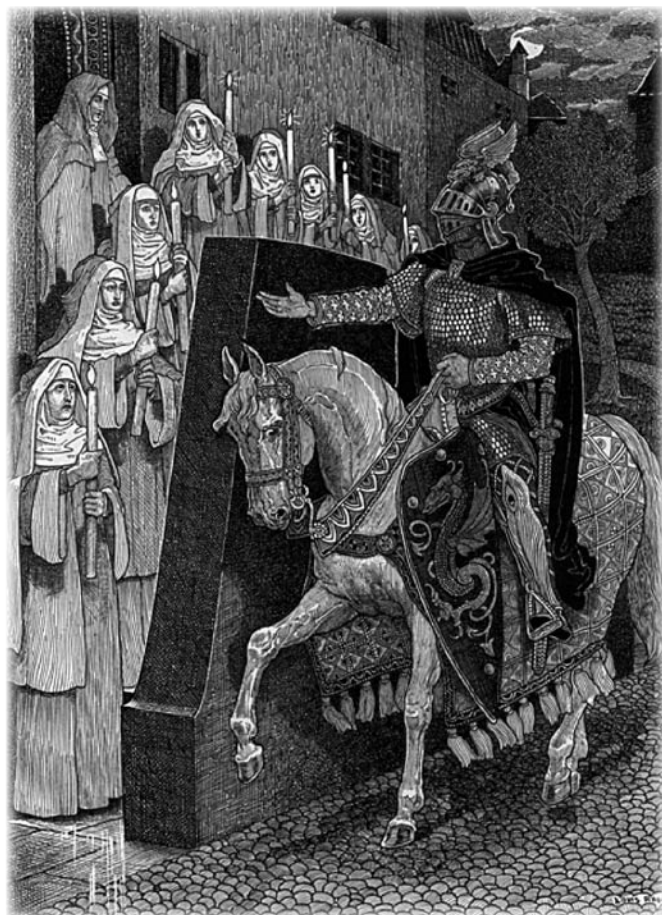
All of the following are features of the red knight prestige class.

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

Mounted Combat: At 1st level, the red knight gains this feat for free, provided he meets the prerequisites. A red knight who has the mounted combat feat gains bonuses to attack rolls, ride checks, and handle animal (horse) checks, as listed on the red knight's class table. If a red knight directs his mount to attack, his mount also gains this bonus, as long as the red knight is in the saddle when the mount attacks.



Sneak Attack: At 2nd level, the red knight gains the sneak attack ability. This ability functions as described in the robber baron class description. This damage stacks with any sneak attack damage the red knight has from another class (robber baron or rogue).



Hedge mage spells: At 3rd level, the red knight can cast spells as a hedge mage with a caster level equal to his red knight level minus two. The red knight casts spells off the hedge mage list and recovers spell points exactly like a hedge mage.

Red Armor (Ex): At 7th level, a red knight may use red armor (information about this type of magic armor may be found in the GM's guide).

Bonus feats: At 7th and 9th level, the red knight gains a bonus feat from the robber baron list.

WHITE KNIGHT

The white knight has decided to serve the One God with sword, shield, and limb, while walking a path of his own, beholden to no one but his God. These knights may be found in the service of a lord if that lord is noble enough to meet his high standards, but the Church of Rome, with its corruption, crusades and indulgences, is avoided.

The white knight always strives to maintain a stainless spirit, and draws strength and a sense of purpose from being noble and righteous. At higher levels, the white knight will actually receive visions from the One God, and many of these knights claim to have been chosen from birth to serve His will and live to be divine instruments. Like hedge mages and hermits, this often makes white knights the subject of the suspicion of the Church of Rome and has even led to their execution as witches.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: 7+.

Nobility: 65+.

Feats: Faith, Piety.

Skills: Ride 5 ranks, Knowledge (nobility and royalty) 5 ranks, and Knowledge (Religion) 5 ranks.

Class Abilities: Code of Chivalry.

CLASS SKILLS

The white knight's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump

(Str), Knowledge (nobility and royalty), Knowledge (religion), Profession (Wis), Prophecy (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int. modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: A white knight is proficient in all simple and martial weapons and with all armor (heavy, medium, and light) and shields (excluding tower shields). However, the code of chivalry will sometimes restrict a white knight's choice of weapon.

Aura of Grace (Ex): The white knight is close to the One God, serving as his champion without the ties of politics or money to interfere. The white knight adds +1 per 10 points of nobility to all healing spells and prophecy skill checks.

Lay on Hands (Su): At 1st level, a white knight with a Charisma score of 12 or better can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points equal to her white knight level x her Charisma modifier. A white knight can divide this healing among multiple recipients.

Divine Grace (Su): At 2nd level, the white knight gains a bonus equal to her Charisma modifier (if any) on all saving throws.

Hermit Spells: At 3rd level, the white knight can cast spells as a hermit with a caster level equal to his white knight level minus two. The white knight casts spells off the hermit list and recovers spell points exactly like a hermit.

Divine Health (Ex): At 4th level, the white knight gains immunity to all diseases, including supernatural and magical diseases.



TABLE 1-26: THE WHITE KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Lay on Hands; Aura of Grace
2 nd	+2	+3	+0	+0	Divine Grace
3 rd	+3	+3	+1	+1	Hermit spells
4 th	+4	+4	+1	+1	Divine Health
5 th	+5	+4	+1	+1	Shield of Grace 1/day
6 th	+6	+5	+2	+2	Sword of Grace 1/day
7 th	+7	+5	+2	+2	Vision of Grace 1/day
8 th	+8	+6	+2	+2	Shield of Grace 2/day
9 th	+9	+6	+3	+3	Sword of Grace 2/day
10 th	+10	+7	+3	+3	Emissary of Grace

Shield of Grace (Su): At 5th level, the white knight may subtract 1 point of damage from an attack per 10 points of nobility. This ability may be used once per day. At 8th level, this ability may be used twice per day.

Sword of Grace (Su): At 6th level, the white knight may add 1 point of damage to an attack per 10 points of nobility. This ability may be used once per day. This attack must be against a target with a lower nobility than the white knight. At 9th level, this ability may be used twice per day.

Vision of Grace (Su): At 7th level, the white knight regularly receives visions from the One God. Once per day the character may make a Prophecy skill check as a full round action, rather than the normal 24 hours required to use this skill.

Emissary of Grace (Ex): At 10th level, the white knight becomes an instrument of the will of the One God on Earth. His fate becomes “Glorify the One God and serve His will”, and his destiny becomes “Die in the service of the One God as His servant”. All fate points spent by the character gain a bonus of +1 per 20 points of the character’s nobility.

NEW SKILLS

PROPHECY (WIS)

Trained Only

You have the gift, or curse, to be able to divine the future. However, this not only makes you suspect to worshippers of the One God (especially followers of the Church of Rome), but worse, your visions are often so shrouded in mystery as to be useless or lead you down the wrong paths. However, knowledge is power, and the power brought by knowledge of the future is an irresistible lure. Kings seek out seers who have reputations of accuracy for this very reason.

Check: A successful check grants a bonus to a single skill check or attack roll during the forecasted event, as if the character had spent a fate point. However, if a check to forecast a specific event fails, the GM gains a bonus to an opponent’s skill check or attack roll as if he had spent a destiny point (*see Fate and Destiny*). The further into the future events are forecast, the murkier the future becomes.

Note: Using this skill successfully (and gaining a free fate point) does not add a destiny point to the

character’s total in the normal fashion.

This skill also allows a character to know his destiny (see the rules on fate or destiny for more information), as follows:

Action: A prophecy check takes 24 hours. This time must be spent in meditation or prayer.

Try Again: Varies. Prophecy checks to aid specific events may not be retried, as your vision is always correct. Only your interpretation of the vision is incorrect. Prophecies to detect someone’s destiny may be retried.

Special: Hedge mages and hermits have several class abilities that modify this skill.

Characters with the Second Sight feat gain a +2 bonus on Prophecy skill checks.

Each 100 gp worth of incense burned during the 24 hours preparation to make a prophecy skill check grants a +1 bonus to the final skill check (+5 maximum).

Synergy: Characters with 5 or more ranks in Concentration gain a +2 bonus on prophecy skill checks, since they notice small details during their visions.

Event	DC
Forecast event less than 24 hours in the future	20
Forecast event 1-2 days in the future	25
Forecast event 3 days in the future	30
Forecast event 4 days in the future	35
Each additional day distant	+5
Forecast the destiny of someone well known to you	25
Forecast the destiny of someone known to you by reputation	30
Forecast the destiny of a newborn child	35
Forecast the destiny of someone you have only just heard of	40



NEW FEATS

CHANNELING

You are more adept at tapping into one favorable power source.

Prerequisite: Caster level 5th, Power Surge

Effect: All spell point modifiers and caster levels for one power source are increased by +1. You must have a caster level of 5th in a type of magic that draws from that power source. This feat can be taken multiple times. Each time you take this feat it applies to a different power source.

Special: Note that you must have a caster level of five in two different types of magic to take this feat twice.

DARK HERITAGE

You have “dark blood”, usually demonic, in your family line.

Prerequisite: 1st level

Effect: All your hedge mage spells have their saving throw DC increased by 1. Hedge Mage is added to your list of favored classes.

Special: This feat may only be taken at first level.

FAITH

You are not a member of the clergy, but your faith carries you through difficult times.

Prerequisite: Wis 11+, Nobility 20+

Effect: Once per day you may reroll a failed saving throw at a +2 bonus by calling on the divine favor of your deity. In addition, you gain Knowledge (religion) as a class skill and receive a +2 bonus on all Diplomacy and Gather Information skill checks when dealing with a member of the clergy.

When meeting a member of the clergy, their initial attitude toward you is always upgraded by one category (for example if serving your lord you

TABLE 1-27: NEW FEATS

Feat Name	Prerequisite	Benefit
Channeling	Caster 5 th , Power Surge	+1 caster level and spell point modifier for one source
Dark Heritage	1 st Level	Hedge Mage spell DCs increased by 1
Faith	Wis 11+, Nobility 20+	Reroll a failed save at +2 once per day
Heritage of Nobility	1 st Level	+10 Starting Nobility
Inheritance	1 st Level	Extra starting wealth
Metabolic Fuel	Caster 5 th , Concentration 5 ranks	Use ability points to cast spells
Ordination	Wis 13+, Literacy	Bonus to Charisma based skill checks
Piety	Faith, Nobility 30+	+2 to heal spells and plus 20% duration
Power Source	Power Surge	Tap additional source of magical power
Power Surge		+3 spell points
Predestined	1 st Level, or special	Roll an extra d6 when making fate rolls
Second Sight		+2 to Prophecy, Sense Motive checks
Standard Bearer		Extend your noble’s aura effects
Zealot	Faith	+1 to hit and damage vs. infidels

are sent to mediate a dispute with some clerics, and the DM has determined their initial attitude will be unfriendly, they will react to you as if they were indifferent).

Special: If your Nobility falls below 20 you lose the benefit of this feat until you have increased your Nobility above the prerequisite.

HERITAGE OF NOBILITY

You are of a nobler bloodline than you were raised in.

Prerequisite: 1st level

Effect: Your starting Nobility is increased by 10.

Special: This feat may only be taken at first level.

INHERITANCE

You come from an especially well-off family for your bloodline.

Prerequisite: 1st level

Effect: You roll +2d6 times your starting Nobility

when determining your starting wealth. Also, your minimum starting wealth is the average for your bloodline.

Special: This feat may only be taken at first level.

METABOLIC FUEL

You can sacrifice your health to cast a spell when you really need one.

Prerequisite: Caster level 5th, Concentration 5 ranks

Effect: You may take temporary ability damage to cast a spell rather than spending spell points. For each spell point you gain in this fashion, you take 1 point of temporary ability damage in the ability of your choice.

ORDINATION

You have been formally inducted as a priest of either the Church of Rome or the Old Faith.



Prerequisite: Wis 13+, Literacy

Effect: Churchmen, regardless of sect, are almost universally respected in Arthurian Legend. You gain a +4 bonus to all charisma-based skills from crusaders, druids, and priests; when dealing with hedge mages and enchantresses you gain no bonus; when dealing with anyone else, you receive a +2 bonus.

PIETY

You are not a member of the clergy, but your faith causes your god to smile on you.

Prerequisite: Faith, Nobility 30+

Effect: All healing spells and effects cast by a priest of your deity gain a +2 bonus, and all beneficial

effects of a priest of your deity have their duration increased by 20%.

Special: If your Nobility falls below 30 you lose the benefit of this feat until you have increased your Nobility above the prerequisite.

POWER SOURCE

You have learned to tap an additional source of power.

Prerequisite: Power Surge

Effect: You may tap an additional source of power for recovering spell points. So a druid could tap ley lines in addition to tapping henges, gaining the best recovery modifier when recovering spell points. This does not allow a spellcaster to take advantage of modifiers to caster levels from different sources of power, nor does it allow him to cast spells he normally could not.

Special: This feat may be taken more than once. Each time a character takes this feat it applies to a different source of power.

POWER SURGE

You have gained some extra power from a hidden source.

Effect: You gain +3 spell points.

Special: This feat may be taken more than once and its effects stack.

PREDESTINED

Your fate is particularly strong.

Prerequisite: 1st level or special (see text)

Effect: You receive an extra d6 whenever you make fate rolls, but the DM receives an extra d6 when making destiny rolls.

Special: Normally this feat may only be taken at 1st level. However, certain hedge mage class abilities may allow you to take it later.

SECOND SIGHT

You have “the sight”, and your intuitions are usually right.

Effect: You receive a +2 to prophecy and sense motive skill checks.

STANDARD BEARER

You bear your lord’s standard into battle, increasing his ability to project his auras on the battlefield. This makes you a target of his enemies, but also grants you great honor.

Effect: The radius of your noble’s aura effects are doubled so long as you hold his standard aloft. This can be done with your shield hand. All enemies fighting against your lord gain a +2 damage bonus when they attack you. Each battle in which you serve as a standard bearer grants you +1 Nobility (for a minor skirmish), +3 Nobility (for a major engagement), or +5 Nobility (for the decisive battle in a war).

ZEALOT

You bear a strong hatred of the enemies of your faith.

Prerequisite: Faith

Effect: You gain a +1 to hit and damage when fighting infidels (see the priest class for more information on infidels).



METAMAGIC FEATS

With the introduction of the spell point system, Excalibur’s take on metamagic feats is rather different.

Excalibur spellcasters can cast spells of a given level much earlier, at greatly increased costs, with the spell point cost gradually “settling” into



TABLE 1-28: METAMAGIC FEATS

Feat Name	Point Cost	Benefit
Empower Spell	+4 spell points	Increased effectiveness for spell
Enlarge Spell	+2 spell points	Double the range of a spell
Extend Spell	+2 spell points	Double the duration of a spell
Heighten Spell	None	Cast spell as if of a higher level
Innate Spell	-2 spell points	Decreased spell point expenditure for one spell
Maximize Spell	+6 spell points	Spell has maximum effect
Power Manipulation	*	Reduce spell costs for decreased effect
Quicken Spell	+8 spell points	Cast a spell as free action
Silent Spell	+2 spell points	Cast a spell without verbal component
Still Spell	+2 spell points	Cast a spell without somatic component
Widen Spell	+6 spell points	Increase area of effect for a spell

its final cost of 1 spell point per spell level. Further, the lowest levels of spells, 0 and 1st level spells, can eventually be cast at a negligible spell point cost. What variable costs for spells means, to a caster, is that the price paid for a meta-magic feat on a spell of a given level could swing wildly, depending on the spell and caster level.

Example: Still Spell, with a modification of +1 spell level would cost a 3rd level spell caster 0 spell points if applied to a 0 level spell (the spell point costs of 0 and 1st level spells are both 1), 3 spell points if applied to a 1st level spell, and 11 spell points if applied to a 2nd level spell.

The solution to this is to apply a fixed spell point cost to each metamagic feat, to even out their utility, and make the cost to the caster more in line with the feat's effects.

Exceptions: Under the spell point system no metamagic feat can be applied to a spell whose cost is marked with an asterisk (those spells which fatigue the caster). The caster has not mastered these spells, and is barely able to cast them at all, much less modify them to make them more effective.

EMPOWER SPELL

You can cast spells that have a greater than normal effect.

Effect: All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell's spell point cost is increased by +4 spell points.

ENLARGE SPELL

You can increase the range of your spells.

Effect: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell's spell point cost is increased by +2 spell points.

EXTEND SPELL

You can extend the duration of your spells.

Effect: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell's spell point cost is increased by +2 spell points.

HEIGHTEN SPELL

You can cast a spell as if it were a higher level.

Effect: Unlike other metamagic feats, this feat's effects are unchanged. The spell it is applied to is a higher level in all respects, including casting costs, and may fatigue the caster if the modified level is one the caster has difficulty casting. Note that even though metamagic feats normally are not applicable to spells that exhaust the caster, this is because those spells are at the limit of a caster's power. Since this spell merely allows the caster to put more "oomph" into a spell of a level he has already mastered, the caster may modify a spell into that range. This spell may not be applied to a spell *that already fatigues* the caster, even if such a thing were mathematically possible (in most cases, a look at the spell point table will show that it is not).

INNATE SPELL

You are able to more easily cast one spell.

Effect: One spell (chosen when this feat is taken) has its spell point cost reduced by -2 spell points.

Special: This feat may be taken multiple times and may be applied to the same spell or different spells. The minimum a spell can cost is 1 point.

MAXIMIZE SPELL

You can cast a spell that has maximum effect.

Effect: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell's spell point cost is increased by +6 spell points.

POWER MANIPULATION

You have a very fine degree of control over your spellcasting abilities, allowing you to conserve energy by reducing the efficiency of a spell.

Prerequisite: Caster level 8th, two metamagic feats



Effect: You are able to utilize one of the following manipulations to reduce the power consumption of a spell. All modified spells have a minimum casting cost of one spell point.

Brief Spell: A brief spell lasts half as long as normal. Spells with a duration of concentration, instantaneous, or permanent are not effected by this ability. The spell's casting cost is reduced by 1 spell point.

Minimize Spell: All variable, numeric effects of the spell are minimized. The spell's casting cost is reduced by 3 spell points.

Reduce Spell: Spells with a range of close, medium, or long have their range reduced by 50%. The spell's casting cost is reduced by 1 spell point.

Weaken Spell: All variable numeric effects are reduced by one-half. The spell's casting cost is reduced by 2 spell points.

QUICKEN SPELL

You can cast a spell as a free action.

Effect: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may only cast one quickened spell per round. A spell whose casting time is more than one round cannot be quickened. A quickened spell's spell point cost is increased by +8 spell points.

SILENT SPELL

You can cast a spell without making a sound.

Effect: A silent spell is cast with no verbal component. Spells without verbal components are not affected. A silent spell's spell point cost is increased by +2 spell points.

STILL SPELL

You can cast a spell without moving your hands.

Effect: A stilled spell is cast with no somatic

component. Spells without somatic components are not affected. A stilled spell's spell point cost is increased by +2 spell points.

WIDEN SPELL

You can cast spells with a wider area of effect.

Effect: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. Spells that do not have an area of one of these four sorts are not affected by this feat. A widened spell's spell point cost is increased by +6 spell points



NOBILITY

In Arthurian legend, characters are judged by their deeds, and frequently those deeds vary between the base and the nobly heroic. Only the noblest knights can

undertake the Grail Quest, and only the purest of the pure could dare sit in the Siege Perilous. Priests, through powers granted them by the One God, can restore Nobility in the truly penitent, often requiring a knight to undertake a quest to prove his repentance. Unscrupulous priests can sell indulgences, however, allowing an unworthy knight to be restored to grace, at the cost of their own souls. This system, Nobility, replaces Alignment in Excalibur, allowing PCs worthiness to be judged on a sliding scale, and others to judge a character by his deeds.

Certain character classes have a minimum Nobility required for entry, and a character's base Nobility is determined by his Bloodline. The idea that a noble begins play more "good" than a character of base lineage will strike some characters as medieval. That's exactly what it is. Excalibur is a medieval game, and the nobility, as a caste, is a medieval concept.

BASE NOBILITY

A character's base Nobility is determined by his Bloodline, which will provide a ten point range. Thus a Middle Class character's base Nobility would be 30 plus 1-10. A Nobility of 40 would mean the character's family was one small step removed from the lesser nobility, either through great wealth or successful marriage into higher social strata. To this is added the character's Charisma modifier. Continuing the previous example, a middle class character who rolled a 10 and had a Charisma modifier of +3 would have a 43 Nobility, which could conceivably be higher than a member of the lesser nobility.

NOBILITY VALUES

Below is a summary of Nobility, from 1-100, along with notes for each value.

Nobility	Notes
1-10	Basest of the Base (an Assassin)
11-20	Base Lineage
21-30	Common Lineage
31-40	Middle Class Lineage
41-50	Lesser Nobility Lineage; Minimum Nobility for entry to Knight class
51-60	Royal Lineage; Minimum Nobility for Noble class
61-70	Minimum Nobility for Crusader class
71-80	Minimum Nobility for Quest Knight class
81-90	Knights of Renown (King Pellinore, Sir Gawaine, Sir Lancelot)
91-100	Noblest of the Noble (Sir Galahad, Sir Percival)



EFFECTS OF NOBILITY

Each 20 points of Nobility you possess grants you a +1 to all charisma-based skills, except Intimidation. Certain classes (Noble, Crusader, Quest Knight) gain specific advantages from Nobility listed in their class descriptions.

GAINING AND LOSING NOBILITY

Characters gain Nobility through committing virtuous acts and lose it by committing transgressions, as shown on the table below. Some classes double these penalties for certain transgressions, such as the knight, priest, and noble. This is listed in the class description for each. Severe transgressions permanently mark a character's soul, and the GM should mark any severe transgressions committed by the character, even if he has been absolved for the offense. For instance, the Holy Grail can never be possessed by someone who has committed a severe transgression and will disappear if the character approaches.

Transgression/Virtue	Nobility
Minor	-1/+1
Moderate	-2/+2
Major	-3/+3
Severe/Grand	-5/+5

TRANSGRESSIONS

DISHONESTY

In terms of its application to Nobility, a person's word is to be their bond. Even if a knight makes a vow unknowing of the consequences, he is expected to carry out that vow, even if it means his death. *Sir Gawaine and the Green Knight* provides a classic

Then the king stablished all his knights... and charged them never to do outrageousness nor murder; and always to flee treason; also, by no means to be cruel, but to give mercy unto him that asketh mercy, upon pain of forfeiture of their worship and lordship of King Arthur for evermore; and always to do ladies, damosels, and gentlewomen succour, upon pain of death. Also, that no man take no battles in a wrongful quarrel for no law, nor for no world's goods. Unto this were all the knights sworn of the Table Round, both old and young. And every year were they sworn at the high feast of Pentecost.

-Sir Thomas Malory, Le Morte d'Arthur, Book III, Chapter XV

example. The Green Knight comes to Camelot, and offers any knight a stroke at his neck with an axe, so long as he is allowed to return the favor in one year. Sir Gawaine accepts and cuts off the head of the Green Knight, who does not die. True to his word, Gawaine travels to the castle of the Green Knight of his own free will, to accept the stroke that he is sure will spell his doom. This extreme example was used as an example of Gawaine's honor and nobility, and is often held up as the reason why he was considered the champion of truth, more so than even Lancelot.

Lying under duress (Minor)

Lying Willfully (Moderate)

Taking a vow under false pretenses (Major)

Pretending Conversion

Breaking a vow (Major)

Breaking a sacred vow (to your Liege Lord, to your spouse) (Severe)

COWARDICE

Knights were expected to be stalwart in the face of overwhelming odds, meeting death head on in service of their liege lord. Among characters of all

professions and stations, bravery is respected and valued. A liege never knows when he will have to go to war and rely on the bravery of all his subjects.

Surrendering to save your life (Minor)

Refusing to fight a superior foe in a tournament (Moderate)

Hitting an opponent's horse in a tournament joust (Moderate)

Although horses could and were accidentally hit during jousts, in tournaments this was considered a serious offense, and in addition to being expelled from the tournament, the character's honor will suffer.

Attacking a foe at a disadvantage (Moderate)

Attacking at range a foe who has no ranged weapons; attacking a dismounted foe from horseback

Surrendering to an unworthy foe (Moderate)

Surrendering to anyone with a lower Nobility score

Attacking a foe from behind (Major)

Inflicting lethal damage on an opponent in a tournament melee (Major)

When opponents fight one another on foot during a tournament, sometimes tempers flare and the combat becomes real. This is a serious blemish on a character's honor and will result in expulsion from most tournaments.

Attacking a foe through subterfuge (Severe)

Using poison (under any circumstances)

GREED

Although everyone needs money, it is unseemly for a character to hoard wealth or refuse to help those less fortunate. Nobles were especially reviled for any perceived greed. While it was accepted as part of the natural order that the great lords of the land possessed vast wealth, they were expected by their subjects to use that wealth to provide for the needy of their realm.

Hoarding wealth (Minor)

Refusing to give when it would aid another (Moderate)

Refusing to tithe to the church (Major)

Refusing to pay a ransom for an ally (Severe)

VIOLENCE

Although Arthurian tales are filled with combat, the combatants were often judged as much on the character they exhibited in combat as much as their might. Combatants were expected to fight on equal terms, not staying on horseback to face a dismounted opponent and not using missile weapons in favor of closing and facing an opponent hand to hand. It was also expected that after vanquishing a foe an honorable character would accept his surrender. This was especially true if the opponent was "of quality" (a Peer or Royal).

Refusing to accept a foe's surrender (Minor)

Refusing to accept the surrender of a worthy foe (Moderate)

Refusing to protect a woman (Major)

Refusing to protect a noblewoman (Severe)

VIRTUES

HONESTY

Although lying is never an attractive quality, knights and nobles especially were expected to live, and die, by their word, and a vow was considered the most solemn kind of promise, especially on a knight's sword, or a noble's seat of power. All characters took vows sworn on bibles or other holy books with the utmost respect. These vows were considered beneath only sacred vows, those to God, spouse, and liege lord.

Telling the truth when it would disadvantage you (Minor)

Upholding a vow at the cost of material possessions or worldly standing (Moderate)

Taking a lifelong vow of Chastity (Moderate)

Upholding a vow at risk of your life (Major)

Upholding a vow you believe will cost you your life (Grand)

BRAVERY

All characters are expected to meet danger with dignity. This is especially true of knights, who were expected to put their honor ahead of their lives, risking death to meet an opponent in equal terms on the field of battle. This sort of bravery has always been seen as necessary among soldiers, and the middle ages were no different. Knights took pride in the oaths sworn to their liege lord and fellow knights



to be unwavering in the face of danger.

Refusing to Surrender (Minor)

Participating in a tournament (Minor)

Refusing to attack except on equal terms (Moderate)

When Sir Marhaus fought the giant Taulurd, he was told the creature was too big for any mount to bear. Therefore, despite the great advantage in size and strength the creature possessed, Sir Marhaus faced the creature on foot.

Facing a vastly superior (twice your level or more) opponent in a tournament (Major)

Even though tournament combat is non-lethal, a vastly superior opponent could accidentally kill. Often a knight would retire, claiming injury, upon taking the field against such an opponent. Standing your ground will show your mettle to those watching the combat.



Refusing to respond in kind when an opponent acts dishonorably (Major)

If an opponent behaves dishonorably, a knight is allowed to defend himself, even resorting to things otherwise considered cowardly. Those who refuse to do so are greatly respected. For example, if an opponent uses invisibility to gain surprise, a knight would be forgiven for refusing to unhorse after unhorsing his opponent, since the cowardly attack has caused the “gloves to come off”.

LARGESSE

While possessing wealth was tolerated, the ideal state was a life of poverty. Highly venerated priests and saints lived almost as beggars, taking donations from the wealthy and using all of that money to help the poor. Obviously this ideal was seldom achieved, and it was not considered wrong to accumulate wealth, as long as some of that wealth was used for the betterment of those less fortunate.

Giving alms to the poor (Minor)

Tithing 25% of an adventure’s treasure to the poor or the church (Moderate)

Ransoming a friend or ally (Moderate)

Tithing 50% of an adventure’s treasure to the poor or the church (Major)

Tithing 100% of an adventure’s treasure to the poor or the church (Grand)

GENTLENESS

Protecting the weak, accepting the surrender of a fallen enemy (especially a valiant one), and championing women were all highly prized qualities. Having might was seen as useful and necessary, but, like wealth, was seen as something that needed to be used for the right purpose, to help those who were unable to defend themselves. Queen Guinevere was

well known for championing the cause of women and exhorting the knights of the Round Table to always do all within their power to champion the women of Britain who were frequently the victims of the barbarians and the petty lords.

Accepting the surrender of a worthy opponent, with ransom (Minor)

Accepting the surrender of a worthy opponent, without ransom (Moderate)

Protecting the honor of a lady (Moderate)

Protecting the honor of a noblewoman (Major)

Champion the weak and downtrodden with no promise of reward (Grand)

SOCIAL PROMOTION AND DEMOTION

It is possible, though rare, for characters to change social class. A character’s Nobility must be higher than the minimum required for that bloodline and a noble with the divine right class ability must promote the character to the new social class. If this occurs, the character receives all the social privileges and benefits of the new rank (largely role-playing, but the GM is encouraged to reward the character with lands that will bring both increased wealth and responsibilities), but all other aspects of his bloodline remain unchanged (in other words a character’s favored classes and ability score modifiers do not change as these are more a byproduct of upbringing). However, the character’s children will be byproducts of the new bloodline, and will use that bloodline for all modifiers, representing the character’s status during their childhood.

Likewise, a character that demonstrates he is not worthy of his rank may be stripped of it. If a character’s Nobility falls below the minimum for his bloodline he may be stripped of his lands and his

title and be reduced to the new bloodline. Again the affects of this are more role-play than roll play, but the character will be forever marked by the stigma of his ignoble deeds.

RENOWN

A character’s deeds do not go unnoticed by those around him. Any character may be recognized on a knowledge (nobility and royalty) check with a DC of 30. The level and +1 per 10 points of Nobility of the character are added to this check (not the character making the check, the character he is making the check on).



FATE AND DESTINY

Characters in Arthurian tales have destinies that, try as they might, they cannot escape. These destinies lead them to glory, fame, renown, power, and love. Just as often, these great men and women are fated to die or to break their marriage vows, and these fates are just as powerful as the ones that lifted them to the heights.

Excalibur handles this through the use of Fate points and Destiny points. Any player may, during character creation, pick a *fate* for himself (with the GM’s permission). However, the character also has a secret *destiny*, which goes hand in hand with his fate, which the GM selects (if the player selected) or rolls randomly (if the player rolled randomly).

During the course of his adventures, a player may invoke his character’s fate, spending Fate points. These points modify the next die roll to help the character achieve his fate or allow the character to perform a special action. However, every time a character spends a Fate point, this gives the GM a



I know him well, said Sir Uwaine, he is a passing good knight as any is alive, for I saw him once proved at a jousts where many knights were gathered, and that time there might no man withstand him.

-Sir Thomas Malory, Le Morte d'Arthur

destiny point, which he may spend, to modify die rolls or to perform special actions, in order to make the character's destiny that much harder to resist. The higher a character's level, the more both Fate and Destiny points modify die rolls, as shown on the table below. What rolls a character can modify and what special actions a character can take, depend upon the fate (or destiny) the character has chosen.

Number of Fate and Destiny Points: Each level, a character may spend Fate points equal to his level. Unspent Fate points are wasted. When a character gains a level, his current number of Fate points becomes his level, regardless of how many he had unspent. Destiny points are dependant only on the number of points a character has spent, which puts a practical limit of 210, assuming a 20th level character who spent all of his Fate points at every level (hopefully the GM doesn't save all those destiny points for one encounter!).

More than One Fate: A player may select more than one fate for his character. In fact, there is no limit to the number of fates a character may select, except that he must receive the GM's permission for each fate so selected. However, for each fate a character selects, he receives another destiny, and having more than one fate does not increase the number of Fate points a character receives.

Finite vs. Infinite Fates: There are two types of fates a character can choose: finite or infinite. Finite fates are fates that represent an attainable goal. This could be a short-term goal, such as winning an important tournament or battle. Or it could be

a longer-term goal, one that requires a series of adventures to complete. Examples of this kind of fate would be to make a long dangerous sea-voyage to discover an unknown land or Gawaine's promise to kill Pellinore, the man who killed his father, Lot.

Infinite fates dominate the character's entire life, and can never truly be fulfilled. Examples might include being the "bravest knight of the Round Table" or "greatest joustier in all England." The latter might seem attainable, but even if the character is considered the greatest joustier, it's something he must continually maintain.

Fate and Destiny Intertwined: Regardless of the magnitude of a character's fate, his destiny should be tied into the fate he chooses in an ironic way. For example a character that chooses the fate to be the "greatest joustier in all England" might end up facing his long-lost brother in a jousting tournament. This would cause the character a great deal of anxiety whether he won or lost, and he might very well end up killing his brother in that tournament.

Evolving Fate: A character that chooses a finite event for his fate, such as winning a single battle, can, upon the completion of that task, take a new fate for his character. However, all destiny points remain, and a character that exchanges one fate for another must face the possibility that his destiny will become more severe. A character should only be allowed to change his fate when the GM feels he has accomplished the task or goal set for his character, not at a time convenient for the player. However, he may still add new fates with the GM's permission.



Example: To illustrate how fate and destiny work, and how they play together, let's use the famous character of Arthur, pretending he is a player character. When creating his character, Arthur's player decides to select two powerful fates destined to make his character famous and powerful. He selects "to wield the sword Excalibur" and "rule all of England" as his fates. Since he selected two fates, the GM then secretly selects two destinies,

and chooses “to be betrayed by the two people he loves most in the world” and “to be killed by his son Mordred in battle”.

Level	Modifier
1-4	+1d6
5-8	+2d6
9-12	+3d6
13-16	+4d6
17-20	+5d6

Note that the player uses the sum of these dice, not the highest die.

USES FOR FATE AND DESTINY POINTS

Fate and Destiny points may be spent to modify attack rolls, saving throws, and skill checks at any time, as long as the action is strongly related to the character’s fate. This is completely within the GM’s discretion (but remember, if you don’t get to spend Fate points, then you don’t accrue Destiny points, so it all balances out).

Once per game session, a player character may spend a Fate point for any reason, using even the loosest rationale to tie the action to his fate. However, the character accrues two Destiny points for doing so.

If a fated or destined event involves a character’s death, then Fate and Destiny points may be spent on damage rolls as well. It is strongly recommended that player characters not have destined deaths, unless the GM and the player talk about this before the campaign begins.



KNIGHTLY ORDERS

Knightly orders are groups of knights characters can aspire to join. Almost like a mini-prestige class, a character must meet certain prerequisites to be admitted to the order. Once a character does this, if there is an opening in the organization, the character is admitted and receives the benefit listed. Some organizations, like the Round Table, have a set number of members, and a character will occasionally have to wait for a member to retire or die to be admitted.

WANDERING COMPANIONS

The Wandering Companions are an auxiliary branch of the Round Table knights. Based out of Camelot, these knights constantly strive to prove themselves worthy of the Round Table through jousting, adventuring, and serving the King in time of war.

Once admitted, a member of the Wandering Companions must keep his Nobility above 35, or he will be expelled. Although the knight may atone and be re-admitted to the Wandering Companions, he may never seek admittance to the Round Table.

Prerequisite: BAB 5+, Nobility 45+

Benefit: a suit of masterwork half plate, heavy warhorse (quality at least 10), Chain barding, masterwork lance

KNIGHTS OF THE FRANC PALAIS

A very old order, the Knights of the Franc Palais were believed wiped out by the Roman invasion that conquered Britain. However, it is rumored that

the knights still reside on one of the small islands surrounding Britain and still train the worthy who seek them out and petition their aid. The knights will not under any circumstances leave their island or their life of quiet meditation, so only new recruits spread the monastic message of this order to the world. Once a character is admitted, he is always asked to undertake a quest to recover a lost relic of some ancient saint and return it to the island.

Prerequisite: BAB 7+, Nobility 50+

Benefit: Suit of masterwork full plate, +1 Vassal’s Longsword (this weapon grants the wielder benefits when used to undertake a quest for the Franc Palais leadership, and details on this weapon may be found in the campaign guide), free healing upon return to the island (the leaders of the order are all high level hermits who will provide healing for their members as needed though they will not leave the island).

KNIGHTS OF THE BLACK TABLE

A twisted mockery of Arthur’s court, this knightly order is founded by Mordred in the days preceding his final battle with Arthur. This order has its own evil version of the Round Table, constructed by Morgan le Fey, and its own 150 knights composed primarily of disaffected knights of Arthur’s court. The Black Knights, who had previously been wandering the land wreaking havoc on their own, are also drawn to this black table and band together under the iron gauntlet of Mordred.

Prerequisite: BAB 8+, Nobility 30 or less

Benefit: Suit of masterwork full plate, +2 Ignoble Longsword (this weapon is detailed in the campaign guide); Black Knights of level 7 or higher will receive a Black Shield (details on this item may be found in the campaign guide) rather than the masterwork plate.



*Ye shall not need, said the knight,
for I shall give you such an horse as
shall please you... And on the morn he
heard a mass and dined; and then was
brought him a fair bay courser, and King
Pellinore's saddle set upon him.*

-Sir Thomas Malory, Le Morte d'Arthur

KNIGHTS OF THE ROUND TABLE

The greatest knights in the world, representing many different countries, only the 13 Quest Knights, who sit in the holy Sieges are held in higher regard than these mighty servants of Arthur. Based in Camelot, these knights travel the realm, both to right wrongs, and serve as an example to Arthur's subjects of the might and right of his rule.

If a knight ever allows his Nobility to fall below 50 he is expelled from the Round Table, unless he both atones for his actions, and faces one of the Quest Knights in single combat as a test of his bravery and honesty. Although this combat is not to the death, there is a distinct possibility serious injury anytime one faces the likes of Lancelot, Gawaine, or Percival in the open field.

If a transgressing knight fails to atone, he is expelled from Arthur's court entirely. If he atones, but declines single combat (or behaves in a cowardly fashion during that combat), he will be forever expelled from the Round Table, but allowed to remain in Arthur's service as a Wandering Companion.

Prerequisite: BAB 8+, Nobility 55+

Benefit: Suit of masterwork full plate, heavy warhorse (quality at least 15) plate barding, lance +2.

TABLE 1-29: NEW WEAPONS

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
Lance, Heavy	20 gp	1d8	1d10	x3	-	17 lbs.	Piercing
Lance, Jousting	20 gp	1d6*	1d8*	*	-	15 lbs.	Piercing



EQUIPMENT WEAPONS

LANCE, HEAVY

The heavy lance is designed specifically for combat against other heavily armored knights, and is both longer and heavier than the standard lance. On a light warhorse, the weapon's damage is as a normal lance and only inflicts the damage listed above if used on a heavy warhorse.

LANCE, JOUSTING

A heavy lance with a blunted tip and a protective cover over the tip, the jousting lance is a safer alternative used for friendly competition. The weapon inflicts nonlethal damage only, except on a critical hit. On a critical hit the jousting lance does not multiply its damage, but does inflict lethal damage.

MOUNT QUALITY

Every horse is different and a knight's horse is just as vital a part of his equipment as his sword, lance, and armor. A high quality horse, under the care and feeding of a watchful knight, can be one of the most terrifying opponents one could face, and there was tremendous competition among knights for the best horses, and the pick of the King's stable is often the top prize in his yearly jousting competition, rewarding his best knights with the best horses.

EXPLANATION OF TERMS

Roll: A d20 is rolled for each horse examined when a PC is choosing a mount, either at market or in battle (Arthurian knights frequently kill a knight and take his horse to replace their own fallen steed).

Str, Dex, Speed, HD: These all modify the normal abilities for the type of mount selected (typically only warhorses are rolled for).

Tricks: Although the horse's intelligence is not modified (no horse, however dull, is as stupid as a 1 Int. animal such as a shark), different horses have a greater or lesser capacity to learn. This trait is highly prized for horses expected to perform under pressure, even more than physical strength and raw speed, by many riders.

DC: This is the difficulty of detecting the horse's quality. Differentiating between average mounts is actually more difficult than noticing that an animal is truly outstanding or almost dead. This skill check may be either Handle Animal or Knowledge (nature). If the character fails this check, but does not roll a natural 1 or 2, then he will be charged as if the horse's quality were two categories higher. If the character rolls a natural 1 or 2, then he will be charged as if the horse's quality were *four* categories higher (you know what they say, if you can't tell who the sucker is... it's you).

Price Modifier: The modifier to the horse's normal cost. If you successfully detect the horse's quality, this will be the asking price. If you fail to detect the horse's quality, you will pay more and get less.

of Traits: Most horses do not have traits, and some can have more than one. A roll of zero or less on this table indicates that the horse does not have a



TABLE 1-30: MOUNT QUALITY

Roll	Quality	Str	Dex	Speed	HD	Tricks	DC	Price	# Of Traits	Trait
1-2	Bag of bones	-4	-4	-20 ft.	-2	-2	10	.2x	1d6-5	-10
3-4	Old nag	-2	-2	-15 ft.	-1	-1	15	.4x	1d6-4	-5
5-6	Nag	+0	+0	-10 ft.	+0	-1	18	.6x	1d6-3	-4
7-8	Flighty	+0	+0	+0	+0	-1	20	.8x	1d6-3	-2
9-10	Average	+0	+0	+0	+0	+0	20	---	1d6-3	0
11-12	Racer	+0	+0	+0	+0	+1	20	1.5x	1d6-3	+1
13-14	Charger	+0	+0	+10 ft.	+0	+1	18	2x	1d6-3	+2
15-16	Courser	+2	+2	+15 ft.	+1	+1	15	2.5x	1d6-4	+4
17-18	Steed	+2	+2	+20 ft.	+1	+2	15	5x	1d6-4	+5
19-20	Noble steed	+4	+4	+25 ft.	+2	+3	10	10x	1d6-4	+10

trait. Positive numbers indicate the number of traits the horse possesses.

Trait Modifier: This modifies the roll on the trait table, making it more likely that the horse, because of good breeding and overall high quality, will achieve a favorable result when rolling for traits. Conversely, a negative modifier means if the horse has a trait, it is more likely to reduce the horse's quality even further.

MOUNT TRAITS

For those who would prefer their horses have a little more individuality, the following table of horse traits is provided. Many of these do not make the horse substantially better or worse, and their purpose is to give the mount some character, perhaps requiring a little extra discipline or tender loving care from its owner. The GM can always choose not to roll on this table, or to roll less often than necessary. The purpose of this section, along with mount quality and the knight's warhorse ability is to make a knight's steed as much of a name NPC as any henchman or cohort.

Lame: The horse's movement rate is reduced by -15 ft. Also, all threat ranges are increased by one if

the horse is attacked, and any critical (not a threat) reduces its movement by another 5 ft. in addition to any normal effects. Also, the mount heals half as fast. Often it is better to simply put the creature out of its misery than linger on like this.

Only a Heal or Miracle spell may remove this trait.

Hairline Fracture: A past injury has left the horse vulnerable to becoming lame, although it takes a keen eye to notice. All threat ranges are increased by one if the horse is attacked, and any critical (not a threat) gives the mount the *Lame* trait in addition to its normal effect (see above).

Once this trait is detected, a Restoration spell will remove it.

Past Injury: When a horse has suffered a serious injury, it often never fully heals. All threat ranges are increased by one if the horse is attacked, and any critical (not a threat) gives the mount the *Hairline Fracture* trait unless the wound is magically healed. Also, a threat, whether critical or not, reminds the horse of its past trauma, requiring a Ride check (DC 20) each round for the rider to avoid being thrown. This condition lasts until the rider makes a Handle Animal check (DC 20) to calm his mount.

Once this trait is detected a Restoration, Lesser will

remove it. However, if an attack reveals the condition and worsens the horse's condition to *Hairline Fracture* then a full Restoration spell is required to remove the trait.

Any horse reduced to negative HP that does not die acquires this trait.

Skinny: The horse has not been fed enough, or not properly. Often horses with this trait have very visible rib bones (one reason it is so easy to detect). The horse has -1 HP per die.

Proper care and condition can remove this trait, taking 2 weeks time and requiring a Handle Animal check (DC 20).

Clumsy: The horse is just a klutz. Its Dexterity is reduced by 2.

Weak: The horse is just not as strong as it should be. Its Strength is reduced by 2.

Barely Tamed: The horse is not one to easily take to a master. All Ride and Handle Animal checks take a -5 penalty.

A character with the knight's warhorse or animal companion class abilities may remove this trait with time and patience, taking 12 weeks and requiring a Handle Animal check (DC 20).





TABLE 1-31: MOUNT TRAITS

Roll	Trait	DC
1	Lame	10
2	Hairline fracture	25
3	Past injury	25
4	Skinny	15
5	Clumsy	20
6	Weak	20
7	Barely tamed	18
8	Maverick	15
9	Wild streak	10
10	Skittish	10
11	Coltish	15
12	Gelding	10
13	Workhorse	20
14	Tough as nails	20
15	Mixed breed	25/+10*
16	Nimble	20
17	Strong	20
18	Lightning quick	20
19	Blazing Fast	15
20	Pure Breed	10

Maverick: The horse has a mean streak, making it hard to control. All Ride and Handle Animal checks take a –2 penalty. However, this condition aids the creature in combat, giving it an additional +1 to hit and damage on hoof attacks.

This trait may be removed, taking 2 weeks time and requiring a Handle Animal check (DC 20), but many riders choose to leave such traits in place, sacrificing control for ferocity.

Alternately, if the horse is male (and 90% of all horses with this trait are), a properly trained character may geld the horse with a Handle Animal check of 15, requiring one day for the procedure and one week

for the horse to heal. This trades this trait for the *Gelding* trait.

Wild Streak: The horse is usually well behaved, but sometimes bad habits creep up. All Ride and Handle Animal checks take a –1 to –4 penalty (rolled randomly each time a check is made).

A character with a firm, but gentle hand can easily remove this trait, requiring 2 weeks time and requiring a Handle Animal check (DC 15).

Alternately, if the horse is male (and 90% of all horses with this trait are), a properly trained character may geld the horse with a Handle Animal check of 15, requiring one day for the procedure and one week for the horse to heal. This trades this trait for the *Gelding* trait.

Skittish: The horse is well trained and behaved, but has not yet seen actual combat. If the horse has not already been trained for combat, any Handle Animal check to do so is increased by +5. If the horse has been trained for combat, it takes a –1 to hit and damage on all hoof attacks.

Once the mount has been successfully trained for combat, this trait may be removed, taking 2 weeks time and requiring a Handle Animal check (DC 20).

Alternately, if the horse is male (and 90% of all horses with this trait are), a properly trained character may geld the horse with a Handle Animal check of 15, requiring one day for the procedure and one week for the horse to heal. This trades this trait for the *Gelding* trait.

Coltish: The horse is not well suited for combat from a personality standpoint, but is fast, loving to run and jump. The horse takes a –1 penalty to hit and damage on hoof attacks, but has a +10 ft. per round increase to its movement and a +4 on all Jump skill checks.

This trait may be removed, taking 2 weeks time and requiring a Handle Animal check (DC 20), but many riders choose to leave such traits in place.

Alternately, if the horse is male (and 90% of all

horses with this trait are), a properly trained character may geld the horse with a Handle Animal check of 15, requiring one day for the procedure and one week for the horse to heal. This trades this trait for the *Gelding* trait.

Gelding: Sometimes male horses are difficult to control, especially when around female horses or female humans for that matter. This trait sacrifices a little of that spark for better control. The horse takes a –1 penalty to initiative rolls, but grants a +2 on all Ride and Handle Animal skill checks.

Workhorse: The horse can work and run all day and never seems to lag, gaining the benefit of the Endurance feat.

Tough as Nails: The horse is just plain tough, gaining +1 HP per die.

Mixed Breed: The horse is of good quality, but looks like a “mutt” and has no pedigree. The horse gains a +1 bonus to Strength and Dexterity and a +10 ft. per round movement increase. However, the DC to determine its quality is increased by +10. Making the DC to detect this trait actually reveals that the mount in fact has a favorable breeding despite its appearance.

Nimble: The horse canters well and moves with good agility over rough terrain. Its Dexterity is increased by 2.

Strong: The horse is a workhorse, in attitude and build, if not truly of bloodline. Its Strength is increased by 2.

Lightning Quick: The horse has tremendous reaction time, a combination of agility and intelligence, gaining the benefit of the Improved Initiative feat.

Blazing Fast: The horse is just plain fast, gaining a +10 ft. per round bonus to movement.

Pure Breed: The horse is descended from a line of illustrious horses, gaining a +2 bonus to Strength and Dexterity and a +10 ft. per round bonus to movement.

CHAPTER 2: MAGIC

Magic in Excalibur has a different feel to it than traditional fantasy magic. Though many of the spells are the same, the sources of power, the way spells are cast, and the way magical powers are recharged once exhausted are all handled differently than you might be accustomed to.



SPELL POINTS

Instead of gaining spells of various levels, spellcasters in Excalibur receive spell points as they advance in level, which may be spent on spells of any level. Depending on the situation, a character could cast many low-level spells, or completely exhaust himself with one large burst of power.

All spellcasting in Excalibur is spontaneous, and spellcasters never need to prepare their spells in advance.

Spellcasters also receive bonus spell points based on the primary statistic for their class: Wisdom for druids and priests, Charisma for hedge mages. Add the ability modifier to the total number of spell points, so a hedge mage with an 18 charisma would begin play with 5 spell points.

RECHARGING SPELL POINTS

Each core spellcasting class receives the spiritual energy to cast spells from a different source, and each class recovers their spell points in a different way. However, a character's physical and mental states

both contribute to his spiritual recovery. Spell point recovery is summarized on the tables below.

Activity Level	Spell Points Per Hour
Sleeping (1-8 hours)	+4
Sleeping (9 hours or more)	+2
Resting	+1
Riding	+0
Walking	-1
Adventuring/Fighting	None

Note that each hour is treated individually, so a character that slept 9 hours would receive 34 spell points (4 per hour for hours 1-8 and 2 for hour 9).

Negative numbers are not possible. A character can only lose spell points by casting spells, or some magical means. In other words, a character with a spell point per hour of -1 does not lose a spell point each hour, neither does he regain any spell points.

If a character is engaging in an activity with a recovery time of none, he may not regain spell points for that hour, regardless of what his modified recovery would be. For example, a Priest fighting in a cathedral would not be able to regain spell points until an hour after the end of any combat.

Physical condition	Mod
Perfect health (full HP, 8 hours of sleep Per day, no magical or physical ailments)	+1
Good health (more than 50% HP, 4-7 hours sleep)	+0
Poor health (less than 25% HP, fatigued)	-1
Diseased/Exhausted	None

These modifiers are cumulative with the base time, meaning that a character in poor health would recover 21 spell points for 9 hours of rest instead of 30, while one in perfect health would recover 39 spell points.

SOURCES OF POWER

Each spellcasting class has certain conditions or places at which their spiritual energy recovers more quickly. The further removed they are from the source of their spells' power, the harder it is for them to draw power and use their magic. In game terms this slows down or increases their recovery of spell points, and can decrease or increase their caster level.





TABLE 2-1: SPELL COSTS

Caster Level	0	1	2	3	Spell Level		4	5	6	7	8	9
1 st	1	2	12*	-	-	-	-	-	-	-	-	-
2 nd	1	1	8*	-	-	-	-	-	-	-	-	-
3 rd	1	1	4	15*	-	-	-	-	-	-	-	-
4 th	1	1	3	10*	-	-	-	-	-	-	-	-
5 th	0	1	2	5	18*	-	-	-	-	-	-	-
6 th	0	1	2	4	12*	-	-	-	-	-	-	-
7 th	0	1	2	3	6	21*	-	-	-	-	-	-
8 th	0	1	2	3	5	14*	-	-	-	-	-	-
9 th	0	1	2	3	4	7	24*	-	-	-	-	-
10 th	0	1	2	3	4	6	16*	-	-	-	-	-
11 th	0	1	2	3	4	5	8	27*	-	-	-	-
12 th	0	1	2	3	4	5	7	18*	-	-	-	-
13 th	0	1	2	3	4	5	6	9	30*	-	-	-
14 th	0	1	2	3	4	5	6	8	20*	-	-	-
15 th	0	1	2	3	4	5	6	7	10	33*	-	-
16 th	0	1	2	3	4	5	6	7	9	22*	-	-
17 th	0	1	2	3	4	5	6	7	8	11	-	-
18 th	0	0	2	3	4	5	6	7	8	10	-	-
19 th	0	0	2	3	4	5	6	7	8	9	-	-
20 th	0	0	2	3	4	5	6	7	8	9	-	-

*Character is fatigued until he rests for one hour. Casting another such spell while fatigued renders the character exhausted until he rests for 8 hours.

Example: Brother Roderick is a monk (a 5th level member of the Hermit class) who travels with a knight to tend his wounds and offer spiritual advice. At New Year's the pair travel to London for a tournament, and Roderick's knight companion is seriously wounded. Roderick decides to cast a Cure Serious Wounds on his friend. Normally this would cost 5 spell points (3rd level spell cast by a 5th level caster). However, since they are in a Metropolis,

Roderick's caster level is reduced to 4, meaning the spell will cost him 10 spell points and render him fatigued. When Roderick rests and prays to recover his spell points, he will be hindered both by his current location (-2 spell points per hour from being in a metropolis), but also by the fact that he is fatigued. Both Roderick and his companion decide to leave the city as soon as possible and seek their fortunes in the wilderness.

TABLE 2-2: SPELL POINTS

Caster Level	Spell Points
1 st	1
2 nd	2
3 rd	4
4 th	7
5 th	10
6 th	15
7 th	20
8 th	27
9 th	34
10 th	43
11 th	52
12 th	63
13 th	74
14 th	87
15 th	100
16 th	115
17 th	130
18 th	147
19 th	164
20 th	183





HERMITS

Hermits recover most quickly when isolated, free to contemplate the mysteries of the One God and His creations without distraction. The more crowded the conditions, the slower a hermit recovers.

Location	Spell Points Per Hour	Caster Level
Metropolis (London, Paris, Rome)	-2	-1
City (Camelot, York, Pembrook)	-1	0
Town	+0	0
Hamlet (Manor house)	+1	0
Isolated (Dungeon, ruins, wasteland)	+2	+1
Wilderness (completely alone, not a soul for miles)	+2	+2



CRUSADERS

Crusaders draw their power from holy lands invested with the power of the One God, where important events in His worship occurred. Unfortunately, the holiest ground for all different sects of the One God's worship are in one place: Jerusalem. This often leads to groups of Crusaders clashing against one another in bloody confrontations.

Location	Spell Points Per Hour	Caster Level
Infidel ground (Holy ground controlled by infidels)	None	-2
Neutral Ground	0	0
Consecrated Ground (Temple devoted to the One God)	0	0
Sanctified Ground (Sanctified Cathedral, Canterbury)	+1	+0
Holy Ground (Antioch or Rome for the One God)	+2	+1
Holiest of Holies (Jerusalem for the One God)	+2	+2

HEDGE MAGE

No one is completely sure of the connection between the Ley Lines tapped by arcane magic and the henges that have been built by druids of the Old Faith throughout Britain over the millennia. What is known, is that major concentrations of this energy, called *veins*, always travel between henges. Minor sources of ley energy move around randomly.

There are those who feel the henges were built by the druids to sap the energy of the land, reducing the power of arcane magic to a level where it could be controlled. Many arcane magicians, however, theorize that before the henges the great veins of energy moved randomly as well, causing terrible

destruction and allowing creatures of darkness to roam unchecked. Whatever the reason and the nature of the ley energy, one can be sure to find many hedge mages, enchantresses, and court mages making their homes along the powerful veins between henges. Many knights purposefully avoid these routes while questing, hoping to avoid being waylaid by a mage at the height of his power.

The fact that a vein runs directly under the city of York has led that city to become home to countless arcane casters of every kind.

The Wasteland, the area surrounding the Grail Castle, was created by the *Dolorous Stroke*. This area has been leeched of almost all life, and tapping ley energy is extremely difficult here.

Location	Spell Points Per Hour	Caster Level
Wasteland	-2	-1
Weak energy	-1	0
Neutral energy	0	0
Nearby source	+1	0
Nearby ribbon	+2	+1
Nearby vein	+2	+2

The Wasteland and veins are fixed locations and never occur randomly. Other energy sources are randomly determined. When an adventure takes place, roll on the following table. If the party is stationary, roll again in 2-12 days. If the party is traveling, roll again in 1-6 days.

Roll	Energy
1-3	Weak energy
4-11	Neutral energy
12-16	Nearby source
17-20	Nearby ribbon



DRUIDS/MINSTRELS

Followers of the Old Faith draw their energy from the same source as hedge mages, but in a special way. Since the dawn of time, these followers have built special structures, called *henges*, a name that includes barrows, stone circles, and standing stones, at sites where ley lines intersect, to strengthen and harness that energy. Although they are capable of tapping ley lines, they do so less efficiently than a hedge mage, because of the holy reverence they bear for these ancient sites.

Location	Spell Points Per Hour	Caster Level
The Wasteland	-2	-1
Weak energy	-1	0
Neutral energy	0	0
Ley Line nearby	+1	+0
Minor Henge nearby (1-2 intersecting Ley Lines)	+2	+1
Major Henge nearby (3 or more intersecting Ley Lines)	+2	+2

PRIEST

Priests draw power from areas of veneration and worship to the One God. Some believe the residual adoration of thousands of worshippers aids these divine spellcasters, while others believe it is the grandiose structures, designed to inspire worship that awaken deep feelings in the faithful. Still others believe that these structures have been touched by the One God Himself. Regardless of the reason, cathedrals and temples enhance the power of priests, and allow them to recover spiritual energy more quickly.

Location	Spell Points Per Hour	Caster Level
Hallowed ground (rival god)	None	-1
Unhallowed ground		
Consecrated ground (rival god)	-1	0
Desecrated ground		
Neutral Ground	0	0
Consecrated Ground (Any roadside temple)	+1	0
Hallowed Ground (Any major cathedral, temple, monastery, or nunnery)	+2	+1
Major site of worship (Canterbury cathedral, Glastonbury monastery, Vatican)	+2	+2

MULTICLASS SPELLCASTERS

Multiclass spellcasters have several benefits under Excalibur’s spell point system, chief among them the ability to tap different kinds of terrain for the recovery of their spell points. A Hermit/Priest would be able to recover spell points quickly in the wilderness and while alone, but if adventuring in a large city, could seek the refuge of holy ground (as a priest) to alleviate the penalties he would normally suffer.

The spell point system also allows a character to cast many more low level spells than he normally could, however, the character’s caster level will determine how much those spells cost, whether or not the character is fatigued, and the maximum spell level a character can cast, and perhaps most importantly, how many spell points a character receives each level.

Example: Roderick’s second sight was frowned upon by his masters as a young man, when he was intending to join the priesthood. Feeling his visions were a gift from the One God, Roderick went his own way, becoming a hermit. However, his desire to see the future eventually led him down darker paths, studying witchcraft and alchemy, multiclassing as a hedge mage. After a few adventures, Roderick is now a 5th level Hermit, 2nd level Hedge Mage, and has 12 spell points (10 as a hermit- caster level 5, and 2 as a hedge mage, caster level 2). As a multiclass spellcaster, Roderick has several advantages. He can cast 0 and 1st level hedge mage spells with ease, for 1 spell point each. With a caster level of 2, however, casting a single second level spell will cost 8 spell points and render Roderick fatigued. Roderick can also use both wilderness areas and ley lines to recover spell points. He also can use wilderness areas to modify hermit spells and proximity to ley lines to modify his hedge mage spells (modifying his caster level possibly). However, had Roderick stayed in the hermit class, he would have 20 spell points (caster level 7), instead of 12 (caster level 5 plus caster level 2).





SPELL LISTS

Below are the spell lists for all spellcasting classes in Excalibur except for the Druid and the Bard, which use their standard spell lists.

New spells are listed in italics.

CRUSADER SPELLS

1ST-LEVEL CRUSADER SPELLS

Bless
Bless Water
Bless Weapon
Create Water
Cure Light Wounds
Detect Poison
Divine Favor
Endure Elements
Inflict Light Wounds
Magic Weapon
Noble / Ignoble Shield
Noble / Ignoble Weapon
Read Magic
Resistance
Restoration, Lesser
Virtue

2ND-LEVEL CRUSADER SPELLS

Bull's Strength
Crusader's Zeal
Delay Poison
Eagle's Splendor
Owl's Wisdom
Remove Paralysis
Resist Energy
Shield Other
Zone of Truth

3RD-LEVEL CRUSADER SPELLS

Crusader's Zeal, Mass
Cure Moderate Wounds
Daylight
Discern Lies
Dispel Magic
Heal Mount
Inflict Moderate Wounds
Magic Weapon, Greater
Prayer
Remove Blindness/Deafness
Remove Curse

4TH-LEVEL CRUSADER SPELLS

Blood Oath
Break Enchantment
Cure Serious Wounds
Death Ward
Gawaine's Morning Star
Holy Sword
Inflict Serious Wounds
Mark of Justice
Neutralize Poison
Restoration

HEDGE MAGE SPELLS

0-LEVEL HEDGE MAGE SPELLS (CANTRIPS)

Arcane Mark
Dancing Lights
Daze
Detect Poison
Detect Magic
Flare
Ghost Sound





Light
Mage Hand
Mending
Message
Open/Close
Prestidigitation
Read Magic
Resistance
Touch of Fatigue

1ST-LEVEL HEDGE MAGE SPELLS

Alarm
Cause Fear
Charm Person
Color Spray
Comprehend Languages
Detect Secret Doors
Disguise Self
Endure Elements
Erase
Expeditious Retreat
Feather Fall
Grease
Hold Portal
Hypnotism
Identify
Jump
Mage Armor
Magic Weapon
Mana Cocoon
Mount
Obscuring Mist
Ray of Enfeeblement
Shield
Silent Image
Sleep
True Strike
Unseen Servant
Ventriloquism

2ND-LEVEL HEDGE MAGE SPELLS

Alter Self
Arcane Lock
Bear's Endurance
Blindness/Deafness
Blur
Bull's Strength
Cat's Grace
Continual Flame
Darkness
Darkvision
Daze Monster
Detect Thoughts
Eagle's Splendor
False Life
Fog Cloud
Fox's Cunning
Glitterdust
Gust of Wind
Hypnotic Pattern
Invisibility
Knock
Levitate
Locate Object
Mana Armor
Mana Drain, Minor
Minor Image
Mirror Image
Misdirection
Obscure Object
Owl's Wisdom
Protection from Arrows
Pyrotechnics
Resist Energy
Scare
See Invisibility
Shatter
Spider Climb
Summon Swarm

Touch of Idiocy
Web
Whispering Wind

3RD-LEVEL HEDGE MAGE SPELLS

Arcane Sight
Clairaudience/Clairvoyance
Daylight
Deep Slumber
Dispel Magic
Displacement
Explosive Runes
Flame Arrow
Fly
Haste
Heroes' Bane
Heroism
Hold Person
Illusory Script
Invisibility Sphere
Keen Edge
Magic Weapon, Greater
Major Image
Mana Drain, Moderate
Mana Vampire, Minor
Nondetection
Phantom Steed
Protection from Energy
Rage
Ray of Exhaustion
Secret Page
Sepia Snake Sigil
Sleet Storm
Slow
Stinking Cloud
Suggestion
Tongues
Water Breathing
Wind Wall



4TH-LEVEL HEDGE MAGE SPELLS

Arcane Eye
Bestow Curse
Charm Monster
Confusion
Contagion
Crushing Despair
Dampen Energy
Detect Scrying
Dimension Door
Fear
Fire Shield
Fire Trap
Geas, Lesser
Globe of Invulnerability, Lesser
Hallucinatory Terrain
Ice Storm
Illusory Wall
Invisibility, Greater
Locate Creature
Mana Drain, Major
Mana Vampire, Moderate
Minor Creation
Phantasmal Killer
Polymorph
Rainbow Pattern
Remove Curse
Scrying
Shout
Solid Fog
Stone Shape
Stone Skin
Strengthen Energy
Wall of Fire
Wall of Ice

5TH-LEVEL HEDGE MAGE SPELLS

Animal Growth
Baleful Polymorph
Blight
Break Enchantment
Cloudkill
Dominate Person
Dream
Fabricate
False Vision
Feeblemind
Hold Monster
Magic Jar
Major Creation
Mind Fog
Mirage Arcana
Nightmare
Overland Flight
Passwall
Persistent Image
Prying Eyes
Seeming
Sending
Symbol of Pain
Symbol of Sleep
Telekinesis
Teleport
Transmute mud to rock
Transmute rock to mud
Wall of Stone
Waves of Fatigue
Witch's Curse

6TH-LEVEL HEDGE MAGE SPELLS

Analyze Dweomer
Antimagic Field
Bear's Endurance, Mass
Bull's Strength, Mass

Cat's Grace, Mass
Control Water
Dispel Magic, Greater
Eagle's Splendor, Mass
Flesh to Stone
Fox's Cunning, Mass
Geas/Quest
Globe of Invulnerability
Guards and Wards
Heroism, Greater
Legend Lore
Mana Vampire, Major
Mislead
Move Earth
Owl's Wisdom, Mass
Permanent Image
Programmed Image
Repulsion
Shadow Walk
Stone to Flesh
Suggestion, Mass
Symbol of Persuasion
True Seeing
Veil
Wall of Iron

7TH-LEVEL HEDGE MAGE SPELLS

Arcane Sight, Greater
Control Weather
Hold Person, Mass
Insanity
Invisibility, Mass
Limited Wish
Phase Door
Power Word Blind
Project Image
Scrying, Greater
Sequester
Spell Turning



Statue
Symbol of Stunning
Symbol of Weakness
Teleport, Greater
Teleport Object
Vision
Waves of Exhaustion
Witch's Curse, Greater

8TH-LEVEL HEDGE MAGE SPELLS

Antipathy
Charm Monster, Mass
Dampen Energy, Greater
Demand
Discern Location
Maze
Mind Blank
Moment of Prescience
Polymorph any object
Power Word Stun
Protection from Spells
Prying Eyes, Greater
Scintillating Pattern
Screen
Shout, Greater
Strengthen Energy, Greater
Sunburst
Symbol of Death
Symbol of Insanity
Sympathy
Temporal Stasis
Trap the Soul

9TH-LEVEL HEDGE MAGE SPELLS

Dominate Monster
Foresight
Freedom
Hold Monster, Mass

Imprisonment
Power Word Kill
Refuge
Teleportation Circle
Wail of the Banshee
Weird
Wish
Witch's Doom

PRIEST SPELLS

0-LEVEL PRIEST SPELLS

Create Water
Cure Minor Wounds
Detect Poison
Guidance
Inflict Minor Wounds
Light
Purify Food and Drink
Read Magic
Resistance
Virtue

1ST-LEVEL HERMIT/PRIEST SPELLS

Bane
Bless
Bless Water
Cause Fear
Command
Comprehend Languages
Cure Light Wounds
Curse Water
Death Watch
Divine Favor
Doom
Endure Elements
Entropic Shield
Inflict Light Wounds

Magic Stone
Magic Weapon
Noble / Ignoble Shield
Noble / Ignoble Weapon
Obscuring Mist
Remove Fear
Sanctuary
Shield of Faith

2ND-LEVEL HERMIT/PRIEST SPELLS

Aid
Augury
Bear's Endurance
Bull's Strength
Calm Emotions
Consecrate
Cure Moderate Wounds
Darkness
Death Knell
Delay Poison
Desecrate
Eagle's Splendor
Enthrall
Find Traps
Gentle Repose
Hold Person
Inflict Moderate Wounds
Make Whole
Owl's Wisdom
Remove Paralysis
Resist Energy
Restoration, Lesser
Shatter
Shield Other
Silence
Sound Burst
Zone of Truth



3RD-LEVEL HERMIT/PRIEST SPELLS

Bestow Curse
Blindness/Deafness
Contagion
Continual Flame
Create Food and Water
Crusader's Zeal
Cure Serious Wounds
Daylight
Deeper Darkness
Dispel Magic
Glyph of Warding
Inflict Serious Wounds
Invisibility Purge
Locate Object
Magic Vestment
Meld into Stone
Noble Armor
Noble / Ignoble Ward
Obscure Object
Penance, Minor (Priest Only)
Prayer
Protection from Energy
Remove Blindness/Deafness
Remove Curse
Searing Light
Speak with Dead
Stone Shape
Water Breathing
Water Walk
Wind Wall

4TH-LEVEL HERMIT/PRIEST SPELLS

Air Walk
Control Water
Crusader's Zeal, Mass

Cure Critical Wounds
Death Ward
Discern Lies
Divination
Divine Power
Freedom of Movement
Imbue with Spell Ability
Inflict Critical Wounds
Magic Weapon, Greater
Neutralize Poison
Noble Mantle
Penance, Moderate (Priest only)
Poison
Repel Vermin
Restoration
Sending
Spell Immunity
Tongues

5TH-LEVEL HERMIT/PRIEST SPELLS

Blood Oath
Break Enchantment
Command, Greater
Commune
Cure Light Wounds, Mass
Gawaine's Morning Star
Hallow
Inflict Light Wounds, Mass
Insect Plague
Mark of Justice
Penance, Major (Priest only)
Scrying
Spell Resistance
Symbol of Pain
True Seeing
Unhallow
Wall of Stone

6TH-LEVEL HERMIT/PRIEST SPELLS

Animate Objects
Antilife Shell
Bear's Endurance, Mass
Bull's Strength, Mass
Cure Moderate Wounds, Mass
Dispel Magic, Greater
Eagle's Splendor, Mass
Find the Path
Geas/Quest
Glyph of Warding, Greater
Harm
Heal
Heroes' Feast
Inflict Moderate Wounds, Mass
Owl's Wisdom, Mass
Penance, Severe (Priest only)
Symbol of Fear
Symbol of Persuasion
Wind Walk
Word of Recall

7TH-LEVEL HERMIT/PRIEST SPELLS

Control Weather
Cure Serious Wounds, Mass
Inflict Serious Wounds
Martyr's Cry
Mortal Sin
Refuge
Regenerate
Repulsion
Restoration, Greater
Scrying, Greater
Symbol of Stunning
Symbol of Weakness



8TH-LEVEL HERMIT/PRIEST SPELLS

Antimagic Field
Cure Critical Wounds, Mass
Discern Location
Earthquake
Inflict Serious Wounds, Mass
Spell Immunity, Greater
Symbol of Death
Symbol of Insanity

9TH-LEVEL HERMIT/PRIEST SPELLS

Energy Drain
Heal, Mass
Martyr's Blood
Miracle
State of Grace (Priest only)
Storm of Vengeance
True Resurrection



NEW SPELLS

BLOOD OATH

Enchantment (Compulsion) [Mind-Affecting]

Level: Crusader 4, Hermit/Priest 5
Components: V,S,DF
Casting Time: 1 minute
Range: Touch
Area: One living creature
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes (Harmless)

This spell is similar to Crusader's Zeal, in that the caster swears before the One God to accomplish

some task or takes such an oath from a third party. However, the consequences of a blood oath are far more long reaching and severe. The caster adds the task to his fate and is able to spend fate points to accomplish the new task he has set for himself. However a new destiny is added and though the specifics may vary, this new destiny always involves the death of the person taking the blood oath, as a result of accomplishing his task. In other words, the character will be allowed to complete whatever task he sets for his blood oath, but then destiny will begin to turn against him.

CRUSADER'S ZEAL

Enchantment (Compulsion) [Mind-Affecting]

Level: Crusader 2, Hermit/Priest 3
Components: V,S,DF
Casting Time: 1 standard action
Range: 40 ft.
Area: One living creature
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes (Harmless)

Crusader's Zeal fills the target with righteous anger against his opponents. One ally gains a bonus to hit and damage equal to caster's Crusade bonus (so at 12th level the ally would receive +4 to hit and damage for 12 rounds).

CRUSADER'S ZEAL, MASS

Enchantment (Compulsion) [Mind-Affecting]

Level: Crusader 3, Hermit/Priest 4
Components: V,S,DF
Casting Time: 1 standard action
Range: 40 ft.
Area: One ally/level
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes (Harmless)

This spell functions like *Crusader's Zeal* except that it affects more allies and has a much longer duration.

DAMPEN ENERGY

Transmutation

Level: Druid 3, Hedge Mage 4
Components: V,S,M
Casting Time: 1 standard action
Range: See text
Area: See text
Duration: 1-6 days
Saving Throw: None
Spell Resistance: None

By tapping the earth, you may redirect minor flows of ley energy, reducing a nearby area (3d6 miles) by one category. So a nearby ribbon (+2 spell points per hour, caster level +1) would be reduced to a nearby source (+1 spell points per hour, caster level +0). This spell will not affect energy veins (the strong ley lines that travel between henges), nor will it reduce an area to a wasteland. This spell is countered by Strengthen Energy.

DAMPEN ENERGY, GREATER

Transmutation

Level: Druid 7, Hedge Mage 8
Components: V,S,M
Casting Time: 1 standard action
Range: See text
Area: See text
Duration: 2-12 days
Saving Throw: None
Spell Resistance: None

This spell functions as Dampen Energy, but affects a larger area (6d6 miles) and reduces energy by two

categories (from nearby ribbon to neutral). Like the lesser version of this spell, ribbons are unaffected, nor will it reduce an area to a wasteland. This spell is countered by Strengthen Energy, Greater.

GAWAINE'S MORNING STAR

Transmutation

Level: Crusader 4, Hermit/Priest 5

Components: V,S,DF

Casting Time: 1 standard action

Range: Personal

Area: You

Duration: 12 hours

Saving Throw: None

Spell Resistance: None

This spell is most effective when cast at dawn. From 6 a.m. until noon, your strength increases by one point every hour. From noon until 6 p.m., you lose one point of strength each hour, beginning with the increased strength the character gained throughout the day. If this spell is cast later than 6 a.m., the character gains less strength, but still loses the same amount.

HEROES' BANE

Necromancy

Level: Hedge Mage 3

Components: V,S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft. for every 2 caster levels)

Area: One creature

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

This spell inflicts 1d6 points of damage to a target creature for every 20 points of nobility he possesses. If the target's nobility is lower than yours, he suffers no damage from this spell. Casting this spell is a moderate cowardice transgression, reducing the caster's nobility by at least two each time it is used.

MANA ARMOR

Conjuration

Level: Hedge Mage 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: You

Duration: 1 hour per level

Saving Throw: None

Spell Resistance: None

This spell functions as *mage armor*, except that during casting the spell caster can devote extra energy to the formation of his protective armor. For each 4 additional spell points invested during the casting of this spell, the mage gains an additional +1 armor class.

MANA COCOON

Conjuration

Level: Hedge Mage 1

Components: V, S, F

Casting Time: 10 minutes

Range: Personal

Area: You

Duration: 1 hour per level

Saving Throw: None

Spell Resistance: None

The caster can use the energy of his mana to heal his wounds. When casting this spell, the spellcaster must invest an additional amount of energy above and beyond the casting cost to the construction of

the mana cocoon. Upon completion of this spell, the caster enters a deep sleep, and his body is surrounded by a soft glow. The caster can be awakened by normal means from his slumber, but this ends the spell, and all additional duration for the cocoon is lost. For every 2 additional spell points invested, the caster heals 1 hit point for each hour spent in the cocoon.

Focus: A piece of a real cocoon.





MANA DRAIN, MINOR

Necromancy
Level: Hedge Mage 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Area: One living creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

On a successful touch attack, you drain a target of 1d6 spell points plus 1 per level (maximum +10). A successful Will save reduces the spell points lost by the target by half. This spell has no effect on a target that does not have spell points, and spell points cannot be reduced below zero.

MANA DRAIN, MODERATE

Necromancy
Level: Hedge Mage 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Area: One living creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

On a successful touch attack, you drain a target of 2d6 spell points plus 1 per level (maximum +15). A successful Will save reduces the spell points lost by the target by half. This spell has no effect on a target that does not have spell points, and spell points cannot be reduced below zero.



MANA DRAIN, MAJOR

Necromancy
Level: Hedge Mage 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Area: One living creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

On a successful touch attack, you drain a target of 5d6 spell points plus 1 per level (maximum +20). A successful Will save reduces the spell points lost by the target by half. This spell has no effect on a target that does not have spell points, and spell points cannot be reduced below zero.

MANA VAMPIRE, MINOR

Necromancy
Level: Hedge Mage 3

Components: V, S
Casting Time: 1 standard action
Range: Touch
Area: One living creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

This spell functions as Mana Drain, except that you gain the amount of spell points drained from the target of this spell. You cannot gain more spell points through the use of this spell than your maximum spell points, nor can the target be drained below zero spell points.

MANA VAMPIRE, MODERATE

Necromancy
Level: Hedge Mage 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Area: One living creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

This spell functions as Lesser Mana Leech, except that you gain the amount of spell points drained from the target of this spell. You cannot gain more spell points through the use of this spell than your maximum spell points, nor can the target be drained below zero spell points.

MANA VAMPIRE, MAJOR

Necromancy
Level: Hedge Mage 6
Components: V, S
Casting Time: 1 standard action



Range: Touch
Area: One living creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

This spell functions as Greater Mana Siphon, except that you gain the amount of spell points drained from the target of this spell. You cannot gain more spell points through the use of this spell than your maximum spell points, nor can the target be drained below zero spell points.

MARTYR'S BLOOD

Conjuration [creation]
Level: Hermit/Priest 9
Components: V,S,DF
Casting Time: 1 standard action
Range: Touch
Area: See text
Duration: Permanent
Saving Throw: None
Spell Resistance: None

If a priest is about to die in defense of his faith, he can cast this spell, calling on the power of martyrdom to transform the site of his death into a major area of worship, such as Canterbury Cathedral. This allows the priest, through his death, to strengthen the cause of the One God, giving a new refuge of faith to future generations.

MARTYR'S CRY

Evocation [Sonic]
Level: Hermit/Priest 7
Components: V,S,DF
Casting Time: 1 standard action
Range: 40 ft.
Area: 40-ft.-radius centered on you

Duration: Instantaneous
Saving Throw: Yes (Will Negates)
Spell Resistance: Yes (Harmless)

By invoking the name of a holy martyr to the One God you are able to inspire the faithful to acts of great heroism. All those with the faith feat to your sect of the One God gain a bonus of +1 to damage and saving throws for each 20 points of nobility you possess. All those with the piety feat gain a bonus of +1 to damage and saving throws for each 10 points of nobility you possess.

MORTAL SIN

Evocation [Sonic]
Level: Hermit/Priest 7
Components: V
Casting Time: 1 standard action
Range: 40 ft.
Area: 40-ft.-radius centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Invoking the power of the One God, you pronounce judgment on all sinners near you, whether friend or foe. This spell works best when cast by a priest who is himself pure of heart. For each two points by which your nobility exceeds that of those within the area of effect, they suffer 1d6 points of damage. The maximum damage this spell may inflict is 1d6 per level. Anyone whose nobility exceeds yours is completely unaffected by this spell.

NOBLE ARMOR

Abjuration
Level: Priest/Hermit 3
Components: V, S, DF
Casting Time: 1 standard action

Range: Touch
Area: One suit of armor
Duration: 1 round per level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Noble armor grants 1 DR per 20 points of nobility the wearer possesses. Ignoble weapons bypass this protection.

NOBLE MANTLE

Abjuration
Level: 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Area: One suit of armor
Duration: 1 minute per level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions as *noble armor* except it provides 1 DR per 10 nobility, and the duration is much longer. Ignoble weapons bypass this protection.

NOBLE / IGNOBLE WEAPON

Transmutation
Level: Hermit/Priest 2, Crusader 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Area: Weapon touched (one weapon, or up to 50 projectiles which must be in contact at the time of casting)

Duration: 1 minute per level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)



A noble weapon inflicts +1d6 extra damage when it strikes a target with a nobility lower than the attacker. An ignoble weapon inflicts +1d6 extra damage when it strikes a target with a nobility higher than the attacker. In either case this extra damage is not multiplied on a critical hit. This spell has no effect on a weapon that is already noble or ignoble. Casting ignoble weapon is a moderate cowardice transgression.

NOBILITY / IGNOBILITY SHIELD

Abjuration

Level: Priest/Hermit 1, Crusader 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Area: One person

Duration: 1 minute per level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell helps aid the character in his battles against the unworthy. When fighting characters with a nobility score 10 or more points below yours, you gain a +2 deflection bonus to AC and a +2 resistance bonus to saving throws.

Ignobility shield grants this bonus against attackers with a nobility 10 points or more higher than yours. Casting ignobility shield is a minor cowardice transgression.

NOBILITY / IGNOBILITY WARD

Abjuration

Level: Priest/Hermit 3, Crusader 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Area: 10' radius (centered on person touched)

Duration: 1 minute per level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions as Nobility Shield, except in a 10-foot radius. Casting ignobility ward is a moderate cowardice transgression.

PENANCE, MINOR

Evocation [Sonic]

Level: Priest 3

Components: V,S,DF

Casting Time: 1 standard action

Range: Touch

Area: Creature touched

Duration: Instantaneous

Saving Throw: Will (Harmless)

Spell Resistance: Yes (Harmless)

When a penitent comes to a priest seeking absolution, the priest may require penance before granting absolution. The penitent then chooses to subject himself to the priest's judgment, or seeks absolution from another priest. This spell will not affect an unwilling target. Priests often require penance in order to protect their own souls (see the priest class for more information on absolution). Note that this spell does not allow a priest of under 4th level to grant absolution; it merely allows him to impose punishment.

When the priest casts this spell, he chooses a punishment from the list below. Once the penitent has submitted himself to a priest for judgment, he must accept whatever punishment is meted out, or else he may never receive absolution for this particular transgression.

Alms: the penitent must give 10 gp per level to the poor. If the character cannot afford that amount, he must not spend any money on *anything* (this includes

begging for food) until he gains the listed amount and gives it to the poor.

Crusade: the penitent must complete a crusade with a modifier of +1 (a final encounter CR of 3, taking at least one week to complete).

Pain: the penitent is flogged, receiving 1-4 points of damage. Any priest healing this damage through magic has committed a minor transgression, losing 1 nobility. If the character uses magic to heal this damage, he has violated the penitential oath and has committed a minor transgression.

Pilgrimage: a special kind of crusade, one without any combat involved, except any incidental combat that randomly occurs during the trip. A pilgrimage for a minor transgression will usually be to a nearby location (no more than 1 week's travel) with some religious significance, such as a temple or monastery.

PENANCE, MODERATE

Evocation [Sonic]

Level: Priest 4

Components: V,S,DF

Casting Time: 1 standard action

Range: Touch

Area: Creature touched

Duration: Instantaneous

Saving Throw: Will (Harmless)

Spell Resistance: Yes (Harmless)

This spell functions like *penance, minor* except that it allows penance for moderate transgressions, with correspondingly more serious penalties. Note that this spell does not allow a priest of under 8th level to grant absolution; it merely allows him to impose punishment.

Alms: as *penance, minor*, except the amount donated to the poor must be 25 gp per level.

Crusade: as *penance, minor* except the crusade must have a final encounter CR of 6 and take two weeks to perform.



Pain: as *penance, minor* except the flogging inflicts 2d4 damage.

Pilgrimage: as *penance, minor* except the pilgrimage must be to a consecrated area no more than 2 weeks travel away.

PENANCE, MAJOR

Evocation [Sonic]

Level: Priest 5

Components: V,S,DF

Casting Time: 1 standard action

Range: Touch

Area: Creature touched

Duration: Instantaneous

Saving Throw: Will (Harmless)

Spell Resistance: Yes (Harmless)

This spell functions like *penance, minor* except that it allows penance for major transgressions, with correspondingly more serious penalties. Note that this spell does not allow a priest of under 12th level to grant absolution; it merely allows him to impose punishment.

Alms: as *penance, minor*, except the amount donated to the poor must be 100 gp per level.

Crusade: as *penance, minor* except the crusade must have a final encounter CR of 9 and take three weeks to perform.

Pain: as *penance, minor* except the flogging inflicts 3d6 damage.

Pilgrimage: as *penance, minor* except the pilgrimage must be to a major site of worship, such as the Vatican or Canterbury Cathedral, regardless of how far away that location is.

PENANCE, SEVERE

Evocation [Sonic]

Level: Priest 6

Components: V,S,DF

Casting Time: 1 standard action

Range: Touch

Area: Creature touched

Duration: Instantaneous

Saving Throw: Will (Harmless)

Spell Resistance: Yes (Harmless)

This spell functions like *penance, minor* except that it allows penance for severe transgressions, with correspondingly more serious penalties. Note that this spell does not allow a priest of under 16th level to grant absolution; it merely allows him to impose punishment.

Alms: as *penance, minor*, except the amount donated to the poor must be 1,000 gp per level.

Crusade: as *penance, minor* except the crusade must have a final encounter CR of 12 and take four weeks to perform.

Pain: as *penance, minor* except the flogging inflicts 5d6 damage.

Pilgrimage: as *penance, minor* except the pilgrimage must be to the Holy Land (Jerusalem for all priests of the One God regardless of sect) regardless of how far away from the Holy Land the character currently is.

STATE OF GRACE

Evocation

Level: Priest 9

Components: V,S,XP; see text

Casting Time: 1 standard action

Range: Touch

Area: Person touched

Duration: permanent

Saving Throw: Will negates

Spell Resistance: Yes (Harmless)

By calling on the One God you may absolve a willing subject of all his sins, returning him to the base nobility for his Bloodline. If this spell is used only once per year, and only on a worthy subject, there is

no XP cost. Otherwise the spell costs the caster 5,000 XP. Penance may not be used with this spell, only the priest's judgment will determine if a subject is worthy to be redeemed through the power of this spell.

STRENGTHEN ENERGY

Transmutation

Level: Druid 3, Hedge Mage 4

Components: V,S,M

Casting Time: 1 standard action

Range: See text

Area: See text

Duration: 1-6 days

Saving Throw: None

Spell Resistance: None

This spell functions as Dampen Energy, except that energy in the local area is temporarily increased by one category. This spell cannot increase energy to the nearby vein category, nor can it improve a wasteland.

STRENGTHEN ENERGY, GREATER

Transmutation

Level: Druid 7, Hedge Mage 8

Components: V,S,M

Casting Time: 1 standard action

Range: See text

Area: See text

Duration: 2-12 days

Saving Throw: None

Spell Resistance: None

This spell functions as Dampen Energy, Greater except that energy in the local area is temporarily increased by two categories. This spell cannot increase energy to the nearby vein category, nor can it improve a wasteland.



WITCH'S BREW

Transmutation

Level: Hedge Mage 3

Components: V,S,M

Casting Time: 1-4 hours

Range: Touch

Area: One item

Duration: Permanent

Saving Throw: None

Spell Resistance: None

This spell allows a spellcaster to transform a poison or potion into an innocuous item. What kind of item the poison/potion may be transformed into depends on the type of poison, since this spell will not change the delivery requirements of the poison chosen. Poisons/potions which must be ingested must still be ingested, so the spell will transform them into any small food item, such as an apple or candy. Contact poisons (or magical oils), may be transformed into any article of clothing, such as a slipper or robe. Poisons that must enter the bloodstream must still do so, although this spell could transform such a poison into a rose with a stem of razor sharp thorns or even a weapon (although only magic would then reveal that it was poisoned). Only analyze dweomer or true sight will reveal that the item is poisoned.

WITCH'S CURSE

Necromancy

Level: Hedge Mage 5

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft. for every 2 caster levels)

Area: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes



You may pronounce a destiny, in cryptic language, for all to hear, to befall the target of this spell. If the saving throw is failed, the target of this spell immediately adds that destiny to his character, with one destiny point devoted to the new cursed destiny. If the target of this spell spends fate points, add one destiny point to this cursed destiny, *in addition* to the point added to the character's normal destiny. If this curse is removed, all these normal destiny points are eliminated.

WITCH'S CURSE, GREATER

Necromancy

Level: Hedge Mage 7

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft. for every 2 caster levels)

Area: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

As Witch's Curse, except that the character's doom is much closer to being sealed. The character begins with one destiny point per caster level devoted to the target's new cursed destiny. Additional destiny points may still be accumulated as described under Witch's Curse.

WITCH'S DOOM

Necromancy

Level: Hedge Mage 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft. for every 2 caster levels)

Area: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

As Witch's Curse, Greater, except that the character's doom is almost inescapable. Only a Wish or Miracle will remove this curse, and if the character dies with this spell in effect, the cursed destiny and all unused destiny points toward it, transfer to any children the target has.



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Chapter 2: Magic

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