LEGENDS OF EXCALIBUR: WAR WITH ROME

WAR WITH ROME

The War with Rome is a high-level campaign outline for *Legends of Excalibur*. It represents the ultimate conflict of Arthur's rise to power and serves as the end of the *One Brief Shining Moment* era and the beginning of the *Dream's End* which sees the decline and eventual fall of the Arthurian age.

Then the battles approached and shoved and shouted on both sides, and great strokes were smitten on both sides, many men overthrown, hurt, and slain; and great valiances, prowesses and appertices of war were that day showed, which were over long to recount the noble feats of every man, for they should contain an whole volume.

-Sir Thomas Malory, Le Morte d'Arthur

SET UP

Era: One Brief Shining Moment

This campaign occurs when Arthur has at long last brought all of England under his reign and thus follows naturally after the Cameliard and War of Ascension campaigns. Arthur has a Queen, a Capitol and a Table Round for his knights to meet when:

There came into his hall, twelve ancient men, bearing each of them a branch of olive, in token that they came as ambassadors and messengers from the Emperor Lucius, which was called at that time, Dictator or Procuror of the Public Weal of Rome

-Sir Thomas Malory, Le Morte d'Arthur

The ambassadors want one thing from Arthur: that he swear allegiance to Rome and begin paying taxes to the Empire. Never mind that Rome abandoned Britain to the barbarians and left Arthur to repel the invaders, now that he has done so Britain is once again an attractive Roman colony.

Arthur confers with his councilors and replies to the ambassadors that not only will he pay no tribute but that his army is on its way to Rome where he will remove Lucius and place himself as the Emperor of the Roman Empire.

This sets the stage for the World War of the Arthurian age. Arthur's followers raise for him an army of over 300,000 men from England, Brittany and France.

Despite the advice of his councilors to await Arthur in Italy and fight a defensive war, Lucius determines to go on the offensive, and gathers together an army 500,000 strong from Egypt, Amazonia, Spain, Portugal, Hungary and Poland. In all sixteen kings unite to fight under the Roman Emperor.

ADVENTURES

Several of the adventures described in the *War of Ascension* campaign would be appropriate for the War with Rome since both are campaigns set around large conflicts. *Hold the Line*, *Escort Duty*, *Supply Raid* and *Intelligence Gathering* could all be used.

If the PCs proved themselves especially capable at one or more of these missions they will be assigned to perform that mission at crucial times during the campaign.

RECURRING THEMES

For PCs who participated in Arthur's early wars this campaign will give the GM a chance to play up the added size and intensity of the conflict. This war represents Arthur's high water mark. At the end of this campaign Arthur is Emperor of all Europe but this where the weight of his fate and internal dissension begin to drag him under.

For the GM this offers an opportunity to take the campaign from Britain to the larger stage of the mythical Europe seen in Arthurian legend (as described in the *Legends of Excalibur* Campaign Guide). Arthur will need capable lords to administer his now vast territories and PCs who distinguish themselves might find themselves awarded a territory suitable to their talent.

In their administration of these territories the PCs might only hear of Arthur's death from afar perhaps even months after England has once again "reeled into the beast", leaving the rulers of a fledgling kingdom (Navarre or Serbia make excellent choices for this) to attempt to protect their land as Europe inexorably slides from the Arthurian Age into a Dark Age.

Supporting Cast

Amazon:

Holy Roman Empire Commoner (Yeoman 10);
CR 10; medium humanoid; HD 10d8; hp; Init +4 (+4 Dex); Spd 30 ft; AC 19, Touch 14, Flat-Footed 15 (+5 +2 studded leather, +4 Dex); Base Atk +10/+5; Full Atk +12/+7 melee (1d8+1/19-20 masterwork longsword) or +12/+7 melee (1d6+1/19-20 masterwork short sword) or +10/+5 / +10/+5 melee (1d8+1/19-20 / 1d6+1/19-20 masterwork longsword / masterwork short sword) or +20/+15 ranged (1d8+3/x3 +2 composite longbow [+1 Str]); SA +16 manyshot (2d8+6/x3 +2 composite longbow [+1 Str]) or +18/+18/+13 rapid shot (1d8+3/x3 +2 composite longbow [+1 Str]); FS 5 ft by 5 ft; Reach 5 ft; SQ +3 Archery; Nobility 27; AL Fealty (Queen Radigund), Fealty (Emperor Lucius); SV Fort +8, Ref +11, Will +3; Str 12, Dex 18, Con 12, Int 12, Wis 10, Cha 12

Skills and Feats: bluff +2 (0), diplomacy +2 (0), disguise +2 (0), gather information +2 (0), handle animal +17 (13), hide +17 (13), knowledge (nature) +3 (0), move silently +17 (13), perform +2 (0), ride +21 (13), survival +13 (13); animal affinity, far shot, improved two-weapon fighting, manyshot, mounted combat, point blank shot, precise shot, quick draw, rapid shot, track, two-weapon fighting, weapon focus (longbow)

Possessions: bit and bridle, +2 composite longbow [+1 Str], heavy warhorse, masterwork longsword, masterwork short sword, military saddle, potion of cure moderate wounds (x4), +2 studded leather

Elite Guard

Polyphymos Stone Giant (Fighter 12); CR 20; large giant; HD 14d8 + 12d10 + 130; hp 262; Init +8 (+4 improved initiative, +4 Dex); Spd 30 ft; AC 43, Touch 10, Flat-Footed 42 (-1 size penalty, +11 natural armor, +13 +5 large great invulnerability (DR 15/+3) full plate, +9 +5 large greater spell resistance (SR 21) tower shield, +1 Dex); Base Atk +18/+13/+8/+3; Full Atk +37/+37/+32/+27/+22** melee (2d6+25/17-20 +5 large longsword) or +19 ranged (2d8+12 rock); SA rock throwing (360' increment, must be thrown 2-handed); FS 10 ft by 10 ft; Reach 10 ft; SQ DR 15/+3, darkvision (60'), low-light vision, rock catching (+4 on Ref save to catch), SR 21; Nobility 54; SV Fort +22, Ref +13, Will +12; Str 34, Dex 18, Con 20, Int 14, Wis 16, Cha 12. **Includes –2 penalty for tower shield.

Skills and Feats: climb +25* (29), hide +3 (+11 in rock terrain)* (17), intimidate +25 (24), jump +10* (12), listen +19 (17), spot +24 (17), tumble –8* (0); cleave, epic weapon focus (longsword), epic weapon specialization (longsword), far shot, great cleave, greater weapon focus (longsword), greater weapon specialization (longsword), improved critical (longsword), improved initiative, quick draw, weapon focus (longsword), weapon specialization (longsword)

*Includes –14 AC check penalty

Possessions: +5 large great invulnerability (DR 15/+3) full plate, +5 large speed longsword, +5 large greater spell resistance (SR 21) tower shield

Elite Guard II

Goliath Hill Giant (Barbarian 4 / Berserker 10); CR 21; large giant; HD 12d8 + 14d12 + 208; hp 348; Init +0; Spd 50 ft; AC 32, Touch 14, Flat-Footed 32 (-1 size, +9 natural, +5 deflection, +9 +5 large greater invulnerability (25/+5) chain shirt); Base Atk +18/+13/+8/+3; Full Atk +36/+31/+26/+21 melee (2d8+22/17-20 +6 large heavy flail) or +19 ranged (2d6+11 rock); SA bloody slaughter +5d6 2/day, rock throwing (240' range increment); FS 10 ft by 10 ft; Reach 10 ft; SQ berserker fury, blood rage, DR 25/+5, fast movement, greater rage, illiteracy, indomitable will, low-light vision, mighty rage, rage 6/day, rock catching, tireless rage, trap sense +1, uncanny dodge; Nobility 47; SV Fort +27, Ref +9, Will +10; Str 32, Dex 10, Con 26, Int 10, Wis 12, Cha 8

Skills and feats: bluff +1 (0), diplomacy +1 (0), disguise +1 (0), gather information +1 (0), hide –5* (0), intimidate +27 (28), listen +30 (29), perform +1 (0), spot +16 (15), survival +5 (4). *Includes –1 AC check penalty; cleave, far shot, great cleave, improved critical (heavy flail), point blank shot, power attack, terrifying rage, thundering rage, weapon focus (heavy flail)

Possessions: +5 large greater invulnerability (25/+5) chain shirt, +6 large heavy flail, +5 ring of protection

Raging: HD 12d8 + 14d12 + 312; hp 452; AC 30, Touch 12, Flat-Footed 30 (-1 size, -2 rage penalty, +9 natural, +5 deflection, +9 +5 large greater invulnerability (25/+5) chain shirt); Full Atk +40/+35/+30/+25 melee (2d8+1d8 sonic (DC 23 to resist deafness)+28/17-20 +6 large heavy flail) or +38/+38/+33/+28/+23 melee (2d8+1d8 sonic (DC 23 to resist deafness)+28/17-20 +6 large heavy flail); SV Fort +27, Ref +9, Will +14 (+18 to resist enchantment spells); Str 40, Dex 10, Con 34, Int 10, Wis 12, Cha 8

Elite Legionnaire

Holy Roman Empire middle-class (Fighter 10); CR 10; medium humanoid; HD 10d10 + 30; hp 89; Init +4 (+4 improved initiative); Spd 20 ft; AC 25, Touch 10, Flat-Footed 25 (+10 +2 full plate, +5 +1 tower shield); Base Atk +10/+5; Full Atk +16/+11* melee (1d8+8/17-20 +2 longsword) or +13/+8* melee (1d3+4 unarmed); FS 5 ft by 5 ft; Reach 5 ft; SQ Stuck in the middle with you; Nobility 34; AL Fealty (Emperor Lucius); SV Fort +10, Ref +3, Will +2; Str 18, Dex 10, Con 16, Int 12, Wis 8, Cha 10.

*Includes –2 penalty for having a tower shield.
Skills and Feats: bluff +1 (0), climb +3** (13), diplomacy +3 (0), disguise +1 (0), gather information +1 (0), intimidate +13 (13), jump +3** (13), perform

+1 (0), swim –9** (10), tumble –8** (0); cleave, great cleave, greater weapon focus (longsword), improved critical (longsword), improved initiative, improved unarmed strike, power attack, quick draw, weapon focus (longsword), weapon focus (unarmed), weapon specialization (longsword)

**Includes AC check penalty of 14.

Possessions: +2 full plate, +2 longsword, +1 tower shield

Lucius, Emperor of Rome:

Holy Roman Empire Nobility (Fighter 4 / Noble 12 / Rogue 4); CR 20; medium humanoid; HD 4d6+ 12 d8 + 4d10 + 20; hp 113; Init +2 (+2 Dex); Spd 20 ft; AC 27, Touch 17, Flat-Footed 27 (+10 +5 noble invulnerability chainmail, +5 deflection, +2 Dex); Base Atk +16/+11/+6/+1; Full Atk +23/+23/+18/+13/+8 melee (1d8+8/17-20 +5 speed wounding longsword); SA divine wrath 2/day (+4 attack, +4 damage), sneak attack +2d6; FS 5 ft by 5 ft; Reach 5 ft; SQ aura of courage, aura of majesty (all saving throws), aura of nobility, dispense justice, divine grace, divine right (aura of majesty), evasion, quest +4, SR 21, trap sense +1, trapfinding, uncanny dodge, voice of command; Nobility 41; AL Noblesse Oblige; SV Fort +14, Ref +14, Will +15 (+15 to resist fear); Str 12, Dex 14, Con 12, Int 16, Wis 12, Cha 19 (15)

Skills and feats: bluff +39 (23), diplomacy +38 (23), disguise +6 (0), gather information +6 (0), handle animal +25 (19), intimidate +38 (23), knowledge (history) +10 (7), knowledge (local) +11 (8), knowledge (nobility and royalty) +11 (8), knowledge (religion) +7 (4), listen +7 (6), perform +6 (0), ride +23 (19), sense motive +26 (23), sleight of hand +0* (0), spot +7 (6); combat expertise, dodge, improved critical (longsword), leadership, mobility, negotiator, persuasive, skill focus (diplomacy, intimidate), weapon focus (longsword), weapon specialization (longsword)

*Includes –4 AC check penalty

Possessions: +5 noble invulnerability chainmail, +5 speed wounding longsword, mantle of spell resistance, ring of elemental command (earth), ring of protection +5, rod of splendor

Roman mercenary:

Saxon Commoner (Barbarian 10); CR 10; medium humanoid; HD 10d12 + 30; hp 81; Init +2 (+2 Dex); Spd 30 ft; AC 23, Touch 12, Flat-Footed 23 (+7 +2 breastplate, +3 +1 heavy steel shield, +1 natural, +2 Dex); Base Atk +10/+5; Full Atk +17/+12 melee (1d8+6/19-20/x3 +1 battleaxe); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 2/-, fast movement, illiteracy, improved uncanny dodge, rage 3/day for up to 8 rounds, trap sense +3, uncanny dodge; Nobility 26; AL Fealty (Bretwalda), Fealty (Emperor Lucius); SV Fort +10, Ref +5, Will +3; Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 8

Skills and Feats: bluff +0 (0), diplomacy +0 (0), disguise +0 (0), gather information +0 (0), intimidate +12 (13), knowledge (nature) +2 (0), listen +15 (13), perform +0 (0), spot +2 (0), survival +13 (13), swim +9* (13); cleave, great cleave, improved critical (battleaxe), power attack, weapon focus (battleaxe)

*Includes AC check penalty

Possessions: +1 amulet of natural armor, +2 battleaxe, +2 breastplate, +1 heavy steel shield, potion (cure light wounds) (x3)

Raging: HD 10d12 + 50; hp 101; AC 21, Touch 10, Flat-Footed 21 (+7 +2 breastplate, +3 +1 heavy steel shield, +1 natural, +2 Dex, -2 rage penalty); Full Atk +19/+14 melee (1d8+8/19-20/x3 +1 battleaxe); SV Fort +10, Ref +5, Will +5; Str 22, Dex 14, Con 20, Int 10, Wis 10, Cha 8 Skills: swim +11* (13).

*Includes AC check penalty.

Resolution

The campaign ends when the back of the Roman force attacking France has been destroyed or routed, Emperor Lucius has been killed and the Pope crowns Arthur Emperor of Europe.

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