

The Future King

This campaign is based on the Arthurian legend, combining historical background with Celtic myth and mixing in some D&D magic.

It shares some of the influences of Marion Zimmer Bradley's *The Mists of Avalon*, but not the same plot elements.

Setting

It is year 2990 of the Druidic calendar (early in the sixth century in modern reckoning), almost thirty centuries since the founding of Stonehenge. Uther Pendragon is High King of the Britons, ruling from Castle Tintagel in Kernow (Cornwall).

In the past two centuries the Angles, Saxons and Jutes have invaded from the continent and conquered the east of Britain, forming the kingdoms of Kent, Wessex, Sussex, Essex, Northumbria, Anglia and Mercia. They have pushed the Britons out of the eastern half of the island, into the west, all the way to the sea.

The remaining Brythonic kingdoms are Gwynedd, Dyfed, Powys, Gwent, Devon and Kernow, ruled by the Celts (Welsh and Cornish kings).

The Romans left the island long ago, but ruins of their walls and baths are scattered across the countryside, mostly in the east and north.

War with the Saxons is an on-again/off-again affair. Uther may be the High King of all the Britons, but keeping the other kingdoms in line is an exasperating task. It has been very difficult to unite them against the invaders.

Uther's son Arthur, 14 years old, is next in line to the throne. His half-sister Morgaine is 19, and is studying magic under the court wizard, Merlin. The queen, Igraine, was married to Gurlas before Uther. The royal couple have a third child, Morgause, who is 12.

The rumor around the castle is that Uther had a thing for Igraine while she was still married to Gurlas. Merlin cast a glamour on Uther to make him look like Gurlas, who seduced Igraine in disguise while Gurlas was at war, and Arthur was the result of the union. After Gurlas died in battle with the Saxons, Uther married Igraine, legitimizing Arthur as his heir. The more salacious rumor is that Uther intentionally sent Gurlas and his men into a Saxon ambush to meet their deaths.

Uther is always plotting a counterattack against the Saxons. He is anxious to regain lost territory, especially the area around Stonehenge, a holy site for the Celts, where he plans to build a new palace called Camelot.



The Celtic Kingdoms

The castle Tintagel (tɪn'tæ·dʒəl, see the Pronunciation Key on p. 8) is on an island directly off the coast of Kernow ('kər·nou), connected to the mainland by a drawbridge. The castle sits atop the island, overlooking the steep cliffs and crashing waves.

Merlin lives in a cave on the seaward side, the entrance to which is underwater at high tide.

Gwent (gwɛnt), Powys ('po·wəs), Dyfed ('də·vɛd) and Gwynedd ('gwə·nɛð) are populated by Welsh Celts, with elves in the forests and dwarves and gnomes in the hills and mountains.

Kernow and Devon ('dɛ·vən) are populated by Welsh and Cornish Celts, as well as dwarves, gnomes and halflings.

The Orkney Islands are in the far north of Britain, beyond Northumbria and Alba, cut off from the southwest kingdoms by the Saxons.

Characters

Your characters live in Tintagel, serving the crown in various capacities. Your exact duties will depend on the class and background you choose, but your characters are the friends, bodyguards, trainers or tutors of the future king, or other members of Uther's court.

Your character may be Arthur's history tutor, or his combat instructor, or bodyguard, or the kid he played hide-and-seek with, or the kid who always beat him in tiddlywinks, or the husband of his former nanny, or Uther's personal secretary, or Morgaine's boyfriend. Feel free to integrate your character into Arthurian mythos, and don't be afraid to posit something new and different.

See the biographies and personal characteristics of the Example Characters on page 19 for ideas. If one of those characters strikes your fancy claim it for your own.

You can also be one of the "name" characters from the Arthurian legends, as long as you start at level 3 and are at least 17 years old, and have a reason to adventure with Arthur and his entourage. Being Merlin or Morgaine is right out, but if your heart is set on being Gwenhwyfar/Guinevere, Bedwyr/Bedivere, Cai/Kay you can do it. We're making our own legend here, there's no fixed script to follow.

Name NPCs are depicted starting on page 8. You can use them to help flesh out your backstory and as Bonds for your character.

Character Creation

We will be using the D&D 5th edition system, including some additional rules, spells and classes from *Tasha's Cauldron of Everything* and *Xanathar's Guide to Everything*. All classes except monk are available (there is no contact with the Far East at this time).

Characters will start at level 3, with 900 experience points.

We will use the point buy or the standard array methods (your choice) for ability scores, rather than rolling dice. In D&D abilities should generally be even numbers because the modifier added for skill and combat checks is calculated by the formula $(ability - 10) / 2$ [rounded down]. Characters do get to increase abilities every four levels or so, adding 2 points to one ability, or 1 point to two abilities, so you can "fix" odd abilities at higher levels. You can also use your Bonus Feat (p. 4) to add 1 to an ability.

Point Buy Method: each ability score costs a certain number of points, and the final cost must total 27. The costs are 8: 0, 9: 1, 10: 2, 11: 3, 12: 4, 13: 5, 14: 7, 15: 9. For example, Str 9 (1), Dex 9 (1), Con 12 (4), Int 15 (9), Wis 15 (9), Cha 11 (3) costs 27 points. Any ability bonuses for lineage (race) are added to these scores, so if a standard human uses these values the final stats would be Str 10, Dex 10, Con 13, Int 16, Wis 16, Cha 12.

There's a point buy calculator on the internet so that you don't have to do the math yourself:

<https://5e.tools/statgen.html#pointbuy>

Standard Array Method: arrange the values 15, 14, 13, 12, 10, 8 among the abilities any way you like, adding any ability bonuses for race or feats to those values. If these values are used in the Point Buy method they add up to the same total.

We will also use average hit points rather than rolling dice: it's a better deal, on average, by half a point! This also makes it easy to recalculate everything from scratch should the need arise, and with online gaming this seems to happen a lot.

Class and Background

Be sure to coordinate your choices with the other players to ensure that you have a healer, a cleric or druid (bards, paladins and rangers can also cast *cure wounds* in a pinch), a wizard, sorcerer or warlock and a fighter, paladin or ranger. A rogue or bard can also come in handy.

The available classes, subclasses and the typical backgrounds for them are listed below. You don't *have to* take the typical background, but they often provide useful skills and features for the corresponding classes. Click the links to see the full descriptions in a browser on dnd5e.wikidot.com.

Class	Typical Backgrounds	Available Subclasses
Barbarian	Outlander , Hermit	Path of the Berserker , Path of the Totem Warrior
Bard	Entertainer , Charlatan	College of Lore , College of Swords , College of Valor
Cleric	Acolyte , Hermit , Noble	Life Domain , Death Domain , Forge Domain , Knowledge Domain , Light Domain , Nature Domain , Tempest Domain , Trickery Domain , War Domain
Druid	Acolyte , Hermit	Circle of the Land , Circle of the Moon
Fighter	Soldier , Knight	Champion , Arcane Archer , Battle Master , Eldritch Knight , Rune Knight
Paladin	Acolyte , Noble , Knight , Soldier	Oath of Devotion , Oath of the Ancients , Oath of Vengeance
Ranger	Outlander , Hermit	Hunter , Beast Master
Rogue	Spy , Noble , Charlatan , Entertainer (Court Jester)	Thief , Arcane Trickster , Soulknife , Swashbuckler
Sorcerer	Sage , Hermit , Charlatan	Draconic Bloodline , Wild Magic
Warlock	Sage , Hermit , Charlatan	The Fiend , Archfey , The Celestial
Wizard	Sage , Hermit , Noble	School of Evocation , Bladesinging , School of Abjuration , School of Conjuration , School of Divination , School of Enchantment , School of Illusion , School of Necromancy , School of Transmutation

You may also choose to multiclass. One level of cleric or druid can go a long way, especially if the character is already a spellcaster.

Lineage

Though D&D uses the term *race*, we'll use the term lineage because all the "races" in this setting are human and genetically compatible. They do have minor physical differences such as pointed ears, heavier bones, taller, shorter, more or less fast-twitch muscle, more sensitive retinas, darker skin, etc., as well as cultural and social differences that affect a character's skills and languages. It's the same way that modern humans, Cro-Magnons, Neandertals and Denisovans are all basically the same species.

Celt: equivalent to the [standard D&D human](#).

Dwarf: a stockier, hairier lineage from the hills and mountains of Dyfed and Gwynedd. There are also

Saxon dwarves from the mountains on the continent.

Elf: long-lived, pointy-eared lineage from the forests of Powys and Gwent with a connection to Faerie. There are subraces of high elves and wood elves.

Galatai: an ancient Celtic lineage. Use [variant human](#) from the *Player's Handbook*: increase two different ability scores by 1, add one skill proficiency and one feat.

Gnome: a smaller version of dwarves.

Halfling: a short lineage from the moors of Devon.

Orkney: a lineage from the Orkney Islands, in the extreme north of Britain. The inhabitants are sometimes called Picts and are generally considered barbarians even if that is not their class. They sometimes have pointed ears and very prominent teeth, and use [D&D half-orc](#) stats. They frequently paint themselves blue with woad, which scars the skin.

Double Lineages: [Half-elves](#), half-dwarves, half-gnomes, half-halflings (three quarterlings?) and half-Orkneys are possible, and may use the stats from either parent (your choice). For example, a character with an elf mother and Celt father may use Celt, elf or half-elf stats. A character with a dwarf father and halfling mother may use either dwarf or halfling stats.

Personal Characteristics

The *Player's Handbook* gives a lengthier description of these starting on p. 123.

Personality Traits: pick two traits that describe your character. Likes, dislikes, fears, past accomplishments, etc.

Ideals: core beliefs or some kind of major life goal.

Bonds: pick one of the NPCs depicted starting on p. 8 (or come up with your own) and posit some kind of relationship. Also pick a location where you were born or stayed a large part of your life. It can be Tintagel, or one of the Celtic or Saxon kingdoms: your choice.

Flaws: pick a vice, habit, fear, compulsion, embarrassing secret, etc.

Bonus Feat

You may choose one bonus feat from the list in the *Player's Handbook* starting on page 165. Things feats do:

- Increase an ability by one and add a proficiency or other bonus feature: [Actor](#), [Athlete](#), [Durable](#), [Heavily Armored](#), [Heavy Armor Master](#), [Keen Mind](#), [Lightly Armored](#), [Linguist](#), [Moderately Armored](#), [Observant](#), [Resilient](#), [Tavern Brawler](#), [Weapon Master](#).
- Improve combat abilities: [Charger](#), [Crossbow Expert](#), [Defensive Duelist](#), [Dual Wielder](#), [Grappler](#), [Mage Slayer](#), [Mounted Combatant](#), [Polearm Master](#), [Savage Attacker](#), [Sentinel](#), [Sharpshooter](#), [Shield Master](#).
- Improve spellcasting or provide a minor spellcasting ability: [Elemental Adept](#), [Magic Initiate](#), [Ritual Caster](#), [Spell Sniper](#), [War Caster](#).
- Give a special ability or extra skills: [Alert](#), [Dungeon Delver](#), [Healer](#), [Inspiring Leader](#), [Lucky](#), [Skill Expert](#), [Skilled](#), [Prodigy](#), [Skulker](#), [Tough](#)

Resilient is a good feat to choose if you have an odd-numbered ability like Dexterity 13 or Constitution 11 and you're not proficient with that saving throw: it increases the ability modifier by +1 and gives you a better save for that ability. Tough is also good if you're low on hit points.

Language

Each lineage has its own language, which is related to another dialect of common but is no longer mutually intelligible. Dwarvish and Gnomish are a northern Gaelic dialect. Elvish is a Welsh dialect. Halfling is a Cornish dialect. Pictish (Orkney/orcish) is another northern Gaelic dialect.

Other languages frequently encountered are Anglo-Saxon and Latin.

The common language is Celtic, which has mutually intelligible dialects of Welsh (spoken in Dyfed, Gwynedd, Powys and Gwent), Manx (Isle of Man), Gaelic (Eire/Ireland and Alba/Scotland), Breton (Brittany/Breizh [brez] on the continent) and Cornish (Kernow and Devon). The Welsh dialect of common is spoken in Tintagel, even though it is in Kernow.

The Celtic languages are written with **stylized Latin letters**, and sometimes with the Ogham script, a very distinctive writing system (most surviving texts are from funerary inscriptions on stone). The twenty basic letters consist of one to five slashes written along a horizontal or vertical line, either to the right/down, left/up, slanted, or perpendicular. For example, Uther Pendragon can be written:

u t e r b e n d r a g o n

The Anglo-Saxon dialects are Saxon (Wessex, Sussex, and Essex), English (Northumbria, Anglia and Mercia) and Jutish (Kent). Anglo-Saxon is written with the Futhorc runes, written in this order:

F	U	þ	F	R	<	X	P	H	Y	I	ƿ	ȝ
f	u	θ	a	r	k	g	w	h	n	i	j	æ
p	z	s	t	b	e	m	ð	ᛖ	ᛟ	ᛟ	ᛟ	ᛟ

The Romans have long since left Britain, but wizards, sages and many nobles know Latin. Most medical, magical and scientific (at least what passes for science) texts are written in Latin.

Non-human languages such as Draconic, Sylvan, Infernal, Celestial, etc., are per standard D&D.

Side note: though there is some disagreement in linguistic circles, the name Pendragon means "high leader," i.e., High King.

Religion

The gods and their domains are listed below. A worshiper's or cleric's alignment must align with the deity's on at least one axis, and may not be in opposition. For example, worshipers of Arawn may be neutral, lawful good, lawful neutral or lawful evil and cannot be chaotic. Clerics of Oghma may be of any alignment. Clerics of Diancecht may be neutral, neutral good, chaotic good or lawful good.

There are rumors of a new Roman religion in Ireland. Missionaries of this religion are aggressively converting Celts, and have banned women priestesses. Wherever it takes root, they say, the magic goes away.

The Druidic calendar is used. It's a lunar calendar that inserts a leap month every two and a half years to keep the calendar in sync with the seasons. Months are 29 or 30 days, and the first day of the month is the waxing quarter moon (when it looks like a D). Days, months and years are divided into the dark half (the day starts at sunset, the year at the month before the winter solstice) and the light half.

Brythonic Gods

The Celtic pantheon listed here is different from that listed in the D&D books.

God	IPA	Alignment	Domains	Epithet
Arawn	'a·raun	Lawful Neutral	Death	God of Death
Diancecht	di'an·kɛxt	Neutral Good	Life	Physician to the Gods
Dunatis	du'nə·tis	Neutral	Nature	God of the Mountains and Peaks
Gobain	'go·bain	Neutral	Forge	Blacksmith of the Gods
Dagda	'dag·da	Neutral	Nature, Trickery	God of Weather and Crops
Manann	'ma·nan	Chaotic Neutral	Tempest	God of the Sea
Morrigan	'mɔ·ri·gan	Neutral	War	Goddess of War
Nuada	nu'a·da	Neutral	War	God of War
Oghma	'ɔχ·ma	Neutral	Knowledge	God of Knowledge

Anglo-Saxon Gods

The Anglo-Saxon gods are from the Norse pantheon, with slightly different names. These are here for reference; your characters probably won't worship them.

God	IPA	Alignment	Domains	Epithet
Woden	'wō·dēn	Neutral Good	Knowledge	The All Father
Tiw	'ti·u	Lawful Neutral	War	God of War
Thunor	'θu·nōr	Chaotic Neutral	Tempest	God of Thunder
Frig	frig	Neutral Good	Life	Wife of Woden

Roman Gods

The Roman gods are also here for reference, though it's certainly possible that your character is a holdover from Roman times.

God	Alignment	Domains	Epithet
Diana	Neutral	Nature	Goddess of the Hunt
Jupiter	Chaotic Good	Tempest	Ruler of the Gods
Mars	Chaotic Evil	War	God of War
Mercury	Neutral	Trickery	Messenger of the Gods
Pluto	Neutral Evil	Death	God of the Underworld
Venus	Lawful Good	War	Goddess of Combat

Equipment

Since your characters are employed in the castle, in the service of the king, you have access to any equipment your character is proficient with. You are provided food and lodging in the castle, and you receive a stipend of 10 gp per week and start with 50 gp in savings.

Before an adventure you can requisition up to 100 gp worth of special consumables (healing potions, holy water, acid vials, etc.), subject to availability. Common consumables such as arrows are freely available.

Advancement

Players can learn new skills, languages, tools, weapons and armor proficiencies above what's provided by background and class by taking a feat — Skilled, Skill Expert, Prodigy, Linguist, Weapon Master or one of the Armored feats — in place of an ability increase, obtained every four levels by most classes.

Adventures

Uther and Merlin are firm believers in the school of hard knocks. They have ordered a curriculum of lessons for Arthur that your characters will use to instruct the the future king.

A history lesson isn't just an hour of sitting down in a classroom and reciting the names of kings and the dates of their reigns. It is a field trip or an adventure: a journey to the battlefields where those reigns began and ended, and if that battlefield is across enemy lines, so much the better. Combat training isn't just sparing in the courtyard: it's chasing down the goblins that have been raiding nearby farms. Learning Elvish might means attending a dinner with an Elvish princess, speaking her language the entire time.

Of course, Uther and Merlin can't be bothered to tutor the boy. It's up to the player characters.

Teaching the King

The characters will help Arthur become a level 1 character by teaching him the proficiencies needed for a character class. Will he be a paladin, fighter, ranger, or something else? You will mold the future king!

His instructors don't need to be that class, they just need to be proficient in the required proficiencies.

For example, a cleric can teach him Wisdom saving throw, a sorcerer can teach Charisma saving throw, a fighter can teach all the weapon and armor proficiencies, and a wizard can teach History.

During an adventure the instructor provides verbal instruction, demonstrations and practical experience. At the end of an adventure Arthur has a “final exam” in that proficiency, which is actually the culmination of hundreds of hours of training.

The instructor makes a DC 10 Insight check to see how well they got through to the prince. Arthur then rolls the ability, saving throw, weapon or skill check at DC 10, plus a bonus equal to the instructor’s Insight check minus 10 (it can be negative if it failed). If Arthur is successful, he gains that proficiency. An Intelligence check is used for learning languages.

You can work on multiple proficiencies in an adventure, but he has to learn armor proficiencies in the proper order: light, medium and then heavy armor.

For example, to become a paladin he could learn the following:

- **Weapons:** simple weapons, martial weapons.
- **Armor:** light armor, medium armor, heavy armor, shields.
- **Saving throws:** Wisdom and Charisma.
- **Skills:** Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion.

A fighter needs:

- **Weapons:** simple weapons, martial weapons.
- **Armor:** light armor, medium armor, heavy armor, shields.
- **Saving throws:** Strength and Constitution.
- **Skills:** Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

A ranger needs:

- **Armor:** Light armor, medium armor, shields
- **Weapons:** Simple weapons, martial weapons
- **Saving Throws:** Strength, Dexterity
- **Skills:** Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

For Noble background:

- **Skills:** History, Persuasion.
- **Gaming set:** choose one from chess, dice, or cards.
- **Language:** your choice.

Non-Player Characters

Though this is set in Celtic Britain before the introduction of Christianity and the Norman invasion, we will use the French and English names for many of the main non-player characters because they're more familiar to players and easier to pronounce than the original Celtic/Welsh names. Some Welsh names are given for informational purposes.

Some of these characters are not permanent residents, and only visit Tintagel.

Please feel free to use these characters as your bonds and in your character's backstory.

Pronunciation Key

The [International Phonetic Alphabet \(IPA\)](#) is used to show the pronunciation of some names.

A single quote is placed before the stressed syllable, as in baseball ('bes·ba:l), debate (di'bet) or reflexive (ri'flek·siv). Some English vowels are actually diphthongs (two vowels): nice (naɪs), for example.

b	b as in bet	a	a as in father
tʃ	ch as in chow	ə	a as in hall
d	d as in dead	æ	a as in hat
f	f as in father	e	e as in obey
g	g as in go	ɛ	e as in bet
h	h as in how	ə	e as in the
j	y as in yes	i	i as in machine
k	k as in kit	ɪ	i as in fit
l	l as in lie	o	o as in old
m	m as in mouse	ɔ	o as in soar
n	n as in now	u	u as in juice
ŋ	ng as in thing	ʊ	u as in put
p	p as in pie	w	w as in win
r	r as in red		
s	s as in sip	ʃ	sh as in ship
t	t as in tin	θ	th as in thin
ð	th as in the		
v	v as in vow	ʒ	s as in pleasure
z	z as in zoo	dʒ	j as in just
χ	ch as in Bach		
x	Russian kh		
:	long vowel (held longer)		
·	syllable separator		

Royalty

Uther Pendragon (Ytchy'r Ben Draswm) ('u-thər)



High King of the Britons

Uther is a ruthless, cutthroat, unprincipled leader who will do anything to get what he wants. What he wants is to recapture all of Britain for the Celts, with himself as the High King. He tells himself and anyone who listens that he's doing this for Arthur's legacy and to save the Britons from the Saxon invaders, but he relishes the power.

Igraine (Eisgyr) (i'gren)



Uther's wife, mother of Arthur

Igraine has always been rather distant from her children. She always resented the very idea that her only worth is in producing an heir for her husband, and now that Arthur is almost a man, she feels almost useless and disconnected from her family. She busies herself with the workings of the castle, which she is very good at. She does not have a butler or

housekeeper: she is directly in charge of all the household staff.

Gurlas (Gwrlais) ('gur·las)



Igraine's first husband (deceased)

Gurlas and Uther did not get on, and Gurlas knew Uther was jealous and wanted Igraine. He always thought he should have been the High King, and not one of Uther's generals, but he didn't know how to play politics: he was just a good soldier, one who expected his every order to be followed to the letter. This did not play well with Igraine or Morgaine...

Uther sent him to his death in a Saxon ambush, perhaps intentionally, to widow Igraine so he could marry her?

Arthur ('ar·θər)



Son of Uther and Igraine

Arthur is everything Uther is not: honest, kind, thoughtful, earnest, hard-working, diligent. He gets some of this from his mother, but mostly from his

nanny, Seren, who saw to most of his upbringing, as Igraine was busy running the castle.

He loves his mother and father, but more as a dutiful son than a true affection. There has always been a distance between him and his parents, and he has given up trying to bridge it.

Morgaine (MORGËN) (mor'gen)



Daughter of Gurlas and Igraine

Morgaine is an enigma. She is brilliant, and appears to be a lovely and wonderful princess. But she has a dark side that those who know her well often fear. It's not clear whether she hates Uther for killing her father or loves him for it, because Gurlas was a tyrant.

Morgause (mɔr'goz)



Daughter of Uther and Igraine

Morgause is still a child, not yet fully formed, but she seems to be on the same path as Arthur, and not Morgaine.

Uther's Advisors and Staff

Branwen ('bran-wen)



Court cleric

Branwen is the head priestess of the temple of Diancecht on Tintagel. She accompanies Uther when he goes to war, using her magic to keep him safe. She doesn't much like him, but she likes him more than the Saxons. She prays that Uther will hold the Saxons off long enough for Arthur to ascend to the throne.

Merlin (Myrddin) ('mər-lɪn or 'mər-ðɪn)



Court wizard

Merlin is mad, according to most. He lives in a cave under Tintagel. He's supposedly centuries old, and a powerful wizard, but he seems a doddering fool much of the time, though he is still brilliant and insightful at other times. Is it an act, or is he fading in and out of sanity?

Bors (bors)



Uther's chamberlain

Bors oversees Uther's rooms and manages the castle's expenditures, doling out salaries and seeing that goods are purchased and merchants are paid.

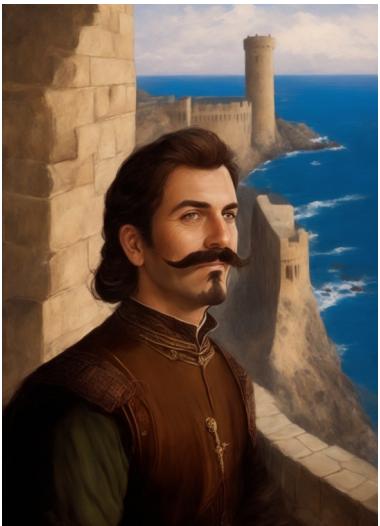
Seren ('sə-ren)



Arthur's wet nurse and Morgause's nanny

Seren was always more of a mother to Arthur and Morgause than Igraine. She is very protective of them, and would sacrifice her life for them in an instant. There is no hesitancy in her love.

Cadogan ('ka-dō-gən)



Advisor to Uther

Cadogan is Uther's political advisor, serving as liaison (and spymaster) with the other Celtic kingdoms who are pledged to Uther.

Conwy ('kōn-wī)



General, Advisor to Uther

Conwy is Uther's number one general. He has done wonders with the limited resources he has, but the Saxons outnumber the Celts three to one and he is worried that they cannot withstand another advance out of Wessex.

Gladys (Gwladys) (glæ·dɪs or gw'lā·dēs)



Captain of the Guard

Gwladys oversees the security of the castle. She and Igraine are very close. Her men are quite devoted to her. She is more of a mother to the guards than a boss, serving as a buffer for Uther's cruelty, impatience and harshness.

Glynis ('gli·nɪs or 'glə·nɪs)



Cook, wife of Bors

Glynis runs the kitchen, reporting directly to Igraine.

Dilys ('di-lɪs or 'di-ləs)



Marshal

Dilys is in charge of the king's stables, making sure that his horses and carriages are always at the ready.

She is also the riding instructor for the knights. Because she's not a fighter they think at first that she can't teach them anything, but they quickly learn that riding a horse is completely divorced from fighting: it's about making the horse your friend and confidant, sensing its mood and communicating your mood to it.

The one thing she will not tolerate is the whipping of a horse. All whips have been banished from Tintagel and anyone caught striking a horse will be exiled from Kernow!

Owain ('o·wən)



Weapons Master

Owain is in charge of training Uther's knights and

troops. He is a very serious and dour man, feeling a great responsibility for the men who will likely die if he fails to train them well.

Griffith ('grɪfɪθ)



Steward

Griffith is in charge of Tintagel's finances. He levies the taxes and oversees the collectors. He is not a popular man — warring with the Saxons is an expensive proposition, and Griffith is the one with his hand in every noble's and farmer's purse.

Raghnal (raχ·nal)



Smith

Raghnal is a jolly dwarf who, along with his many apprentices, keeps Uther's troops in armor and weapons, and their horses shod.

Other Nobility

These characters are often at Tintagel, but don't have permanent residency.

Guinevere (Gwenhwyfar) ('gwi·nə·vir or 'gwen·hwə·var)



Betrothed of Arthur

Daughter of [Leodegran](#), promised to be wedded to Arthur when they come of age. She is a lovely girl, fair in face and kind in temperament, wiser than her years, everything one could hope for in a future queen.

Genevieve (Gwenhwyfach) ('dʒe·nə·viv or 'gwen·hwə·vax)



Guinevere's sister

Genevieve is Guinevere's identical twin sister, and she is quite jealous of Gwen for her betrothal to Arthur. Even though they are identical, it is easy to tell them apart because of the scowl that Gen perpetually wears, as well as the dark and morose gowns she prefers.

But she can and sometimes does imitate her sister perfectly, for she knows Gwen better than any-

one. And if anyone would listen to her, they would come to realize that Gwen isn't as sweet as they all think. At least in Gen's telling...

Kay (Cai) (ke or kai)



Arthur's foster brother

Kay is stubborn, boastful, obnoxious, and a bit of a bully. He never seems to sleep. He's better than Arthur at everything, but is unquestionably loyal to the prince.

Lancelot (Lanselot) ('læn·sə·lat or 'lun·slət)



Arthur's cousin

Lancelot is always competing with Arthur. He is envious of everything Arthur will have (especially Guinevere) and who he will become, but at the same time he is completely devoted to him.

Islwyn



Halfing King of Devon

(is'lu·ən)

It is strange to think that the halfling kingdom of Devon is all that stands between Uther and total destruction by the Saxons, but it is the case.

King Islwyn might be an ankle biter, as Uther archly refers to him, but he and his army have kept Cynric at bay while Uther gathers his forces for a counterstrike. The huge Saxon soldiers are like doddering old men when the halflings swarm silently into their camps in the middle of the night, waging guerilla ambushes on the invaders when they least expect it.

Leodegran ('le-o-də-gran)



Master of the Round Table

Leodegran used to be the king of Kernow at Tintagel, but when Uther was pushed out of Wessex, he made Tintagel his seat of power, displacing Leode-

gran. Uther did this with the promise that Tintagel would be returned to Leodegran when Uther built Camelot. Uther also promised that Arthur would wed Leodegran's daughter, [Guinevere](#), when they come of age.

Leodegran is Uther's second in command, master of the Round Table. He is the closest thing Uther has to a brother — or a friend.

Mystical Entities

These characters are the stuff of legend. No one knows if they truly exist, but they are spoken of frequently, especially in times of trouble.

However, you may choose to use these entities as a patron if you are a warlock. In this case you would be a servant of the entity with much more insight into their nature.

Angharad Golden-Hand (an'ə-rad)



Archdruid

Angharad is the archdruid of Britain. She lives somewhere in Gwynedd, but they say she can go anywhere on the island through the trees.

Nimue ('ni·mu·e)



Lady of the Lake

By tradition the Lady of the Lake anoints the new High King upon the death of the previous High King.

Her lake is said to be on Bodmin Moor, half a day's ride southeast of Tintagel. It is perpetually shrouded in mist, and no one but the true king can find it.

The legend says that to ascend the throne the heir must go to the lake and receive the High King's sword, which magically teleports to the lake upon the old High King's death.

The White Stag



The white stag is an omen: of death, of transition, of the otherworld. When it appears something calamitous or wonderful is happening.

Tiandra (ti'an·dra)



The Faerie Queen

The Faerie Queen is a legend. No one knows if she is real, but there have been many stories about how the faeries steal babies and replace them with changelings, or invite travelers to a meal and they disappear for years, etc.

Saxon Kings

These Saxon kings have been the ones most vigorously waging war on the Celts, and the ones most likely to accompany their troops into the battlefield.

The other Saxon kings are older and more home-bodies.

Octa / ᐃ^ꝑꝑꝑ ('ok·ta)



King of Kent

Octa is a vicious berserker, as are most of his men. His army takes no prisoners. He is the cruellest of the Saxon kings, and his erstwhile allies harbor a great disdain for him and his tactics.

Cynric / 〈କିନ୍ରିକ〉 ('kɪn-rɪk)



King of Wessex

Uther and Cynric have an undying hatred of each other, layered with a healthy respect for each other's ruthlessness. Cynric is constantly harassing Devon and Kernow from the east, sending raiding parties to test Uther's defenses.

Æscwin / 〈ଏସ୍କ୍ଵିନ〉 ('æs̪-wɪn)



King of Essex

There is a great deal of bad blood between Æscwin and Octa. Uther's spies tell him that Æscwin could be pushed into rebellion against the other Saxon kings under the right conditions. Whether he would ally himself with the Celts is a different question...

Celtic Kings

These Celtic kings are the most closely aligned with Uther, and are more likely to appear at Tintagel and lead their troops on the battlefield alongside Uther.

Tryffyn Farfog / 〈ଟ୍ରେଫେନ ବାର୍ଫୋଗ〉 ('trə-fən 'var-fog)



King of Dyfed

Tryffyn is perhaps Uther's closest ally. He most readily responds when Uther calls for additional forces to attack the Saxons, sending them on ships across the Severn Sea.

Maelgwn / 〈ମେଲ୍ଗୁନ〉 ('maɪl-gwɪn)



King of Gwynedd

Maelgwn is old and feeble, and Uther has little confidence that he will be able to hold Gwynedd against the Saxons. But he has no heir, and if Uther gives his kingdom to another he fears he'll lose control over his other vassals.

Brochwel Ysgithrog ('broχ·wɛl əs'gɪ·θrɔg)



King of Powys

Brochwel is young and inexperienced, having ascended to the throne of Powys less than a year ago. His father supposedly died bravely in battle, but it was typhus that killed him.

Tintagel Island



Example Characters

The following is a full text dump of all the items on the example characters in Foundry. For that reason there is a lot of boilerplate and references to the names of multiple subclasses on the characters; the full text of only the selected subclasses is shown, however.

You can use one of these characters directly, or modify it to your liking, or use their stats but change their backgrounds, etc.