

The Once and Future King

This campaign is based on the Arthurian legend, combining the 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 the sixth century. Uther Pendragon is High King of the Britons, ruling from Castle Tintagel in 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 Cornwall.

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.

Characters

Your characters live in Tintagel, serving Uther 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 can be Arthur's history tutor, or his combat instructor, 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, or Igraine's secret lesbian lover (if you dare!). Feel free to integrate your character into Athurian mythos, and don't be afraid to posit something new and different.

See the biographies and personal characteristics of the Example Characters on page 11 for ideas of what is possible. If one of those characters strikes your fancy claim it for your own.

Character Creation

We will be using the D&D 5th edition system, including additional rules, spells and classes from *Tasha's Cauldron of Everything*. All classes except monk are available (monks are alien to the Arthurian mythos).

Characters will start at level 3.

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 $(\text{ability} - 10) / 2$ [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.

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.

There's a point buy calculator on the internet: <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 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 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.

Class	Typical Backgrounds
Artificer	Sage, Guild Artisan

Class	Typical Backgrounds
Barbarian	Outlander, Hermit
Bard	Entertainer, Charlatan
Cleric	Acolyte, Hermit, Noble
Druid	Acolyte, Hermit
Fighter	Soldier, Knight, Castle Guard
Paladin	Acolyte, Noble, Knight, Soldier
Ranger	Outlander, Hermit
Rogue	Spy, Noble, Charlatan, Entertainer/Court Jester
Sorcerer	Sage, Hermit
Warlock	Sage, Hermit, Charlatan
Wizard	Sage, Hermit, Noble

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

Race

Your character may be a dwarf, elf (high elf or wood elf), gnome, halfling, Orkney (use D&D half-orc stats) or human. The races are all genetically compatible, essentially human, which means half-elves, half-dwarves, half-gnomes, half-halflings (three quarterlings?) and half-Orkneys are allowed, and may use the stats from either parent. For example, a character with an elf mother and human father may use human, elf or half-elf stats. A character with a dwarf father and halfling mother may use dwarf or halfling stats.

Elves: long-lived, pointy-eared humans from Powys and Gwent with a connection to Faerie.

Halflings: a small version of humans from the moors of Devon.

Humans: from all over Britain, the continent, even Asia (a Saracen, perhaps) and Africa. If your character is not a Briton, they will need to take a background or class that provides another language, since they will need to take common as a language in addition to their native language.

Dwarves: a stockier, hairier version of humans from Dyfed and Gwynedd. There are also Saxon dwarves from the mountains on the continent.

Gnomes: a smaller version of dwarves.

Orkney: the Orkney Islands are 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 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.

Bonus Feat

You may choose one bonus feat from the list of feats in the Player's Handbook 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, Sharp-

shooter, 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, Skilled, 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 much better save for that ability. Toughness is also good if you're low on hit points.

Language

Each race 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 (orcish) is another northern Gaelic dialect.

Other languages in common use are Celtic, Anglo-Saxon and Latin.

The common language is Celtic, which has mutually intelligible dialects of Welsh (spoken in Dyfed, Gwynydd, Powys and Gwent), Manx (Isle of Man), Gaelic (Hibernia/Ireland and Caledonia/Scotland), Breton (Brittany on the continent) and Cornish (Cornwall and Devon). Welsh is spoken in Tintagel, even though it is in Cornwall.

The Celtic languages are written 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 is written:

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

The Anglo-Saxon dialects are Saxon (Wessex, Sussex, and Essex), Anglish (Northumbria, Anglia and Mercia) and Jutish (Kent). Anglo-Saxon is written with the Futhark runes.

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 scientific) texts are written in Latin.

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

As a side note: though there is some disagreement in linguistic circles, the name Pendragon means “high leader,” or High King.

Religion

The gods and their domains are listed below. A worshipper's or cleric's alignment must align with the deity's on at least one axis, and may not be in opposition. For example, worshippers 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 another Roman religion in Ireland. Missionaries of this religion are aggressively converting Celts, though they have banned women priestesses. Wherever it takes root, they say, the magic goes away.

Brythonic Gods

The Celtic pantheon listed here is slightly different from that listed in the D&D books; this version tends to be much more neutral.

God	Alignment	Domains	Epithet
Arawn	Lawful Neutral	Death	God of Death
Diancecht	Neutral Good	Life	Physician to the Gods
Dunatis	Neutral	Nature	God of the Mountains and Peaks
Gobain	Neutral	Forge	Blacksmith of the Gods
Lugh	Neutral	Light, Trickery	God of the Sun
Manann	Chaotic Neutral	Tempest	God of the Sea
Morrigan	Neutral	War	Goddess of War
Nuada	Neutral	War	God of War
Oghma	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	Alignment	Domains	Epithet
Woden	Neutral Good	Knowledge	The All Father
Tiw	Lawful Neutral	War	God of War
Thunor	Chaotic Neutral	Tempest	God of Thunder
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.

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 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 sparring in the courtyard: it's chasing down the goblins that have been raiding the nearby farms.

Of course, Uther and Merlin can't be bothered to tutor the boy. The player character who has the best score in the lesson's primary will lead the adventure, be it battle, history, arcana, stealth, and so on.

Non-Player Characters

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

<p>Uther Pendragon (Ythyr Ben Dragwn)</p>  <p>High King of the Britons, age: 41.</p>	<p>Igraine (Eigyr)</p>  <p>Uther's wife, widow of Gurlas, mother of Arthur, age: 37.</p>	<p>Gurlas (Gwrlais)</p>  <p>Igraine's first husband, deceased.</p>
<p>Arthur</p>  <p>Son of Uther and Igraine, age: 14.</p>	<p>Morgaine (Morgên)</p>  <p>Daughter of Gurlas and Igraine, Arthur's half-sister, age: 19.</p>	<p>Morgause</p>  <p>Daughter of Uther and Igraine, Arthur's sister, age: 12.</p>

Branwen



Court cleric, priestess of Di-
ancecht, age: 35.

Merlin (Myrddin)



Court wizard, age: ancient.

Bors



Uther's chamberlain, age: 50.

Seren



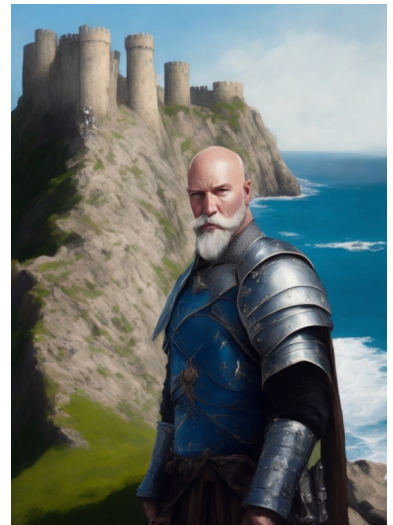
Arthur's wet nurse and Mor-
gause's nanny

Cadogan



Advisor to Uther

Conwy



General, Advisor to Uther

Angharad Golden-Hand



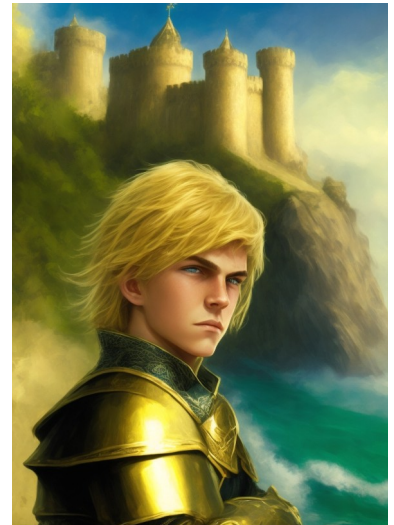
Archdruid

Cai



Arthur's foster brother, age: 13

Lwnslod



Arthur's cousin, age: 14

Gwladys



Captain of the Guard, Age: 45

Glynis



Cook, wife of Bors, Age: 40

Dilys



Marshal (in charge of stables)
Age: 45

Owain



Weapons Master, Age: 35

Griffith



Steward, age: 42

Example Characters

Ceridwen



Rogue 3 (0/2700)

Medium Half Elf, Neutral

Armor Class 15 (Studded Leather Armor)

Hit Points 24

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
10	16	14	13	10	14
(0)	(+3)	(+2)	(+1)	(0)	(+2)

Skills Acrobatics +5, Deception +6, Perception +2, Persuasion +4, Sleight of Hand +5, Stealth +7

Saving Throws Str 0, Dex +5, Con +2, Int +3, Wis 0, Cha +2

Languages Common, Elvish, Thieves' Cant, Anglo-Saxon

Biography

Ceridwen's mother is elven and her father was human.

She takes after her mother. Her father was killed by a Saxon raiding party while tending his sheep when she was just a child. She and her mother barely escaped.

She became a spy for Uther in Wessex, looking for weak spots in the Saxon defenses. Uther wants to recapture the holy site of Stonehenge and eventually build his palace nearby.

Uther sent her on a mission to assassinate the leader of the Saxon army in Wessex, the man who led the raiding party that killed her father. All Uther's advisors were against sending such an inexperienced assassin, but since her psychic blades leave no marks and there would be no traces of poison, his men would think he died of natural causes. Contrary to the doubters, she succeeded and returned to Tintagel victorious and vindicated.

She's now assigned to watch over Arthur and evaluate any threats from within the palace.

Appearance: Age: 35, 5'6", 130lbs, red hair, green eyes

Personality Traits: Secretive, suspicious and silent.

Ideals: The only good Saxon is a dead Saxon.

Bonds: Extremely devoted to Uther: he believed she could do the impossible and she did it.

Flaws: I am very quick to judge people, and my judgment is often flawed.

Background

Spy

Attacks

Dagger. Melee: +3 to hit, reach 5 ft or range 20/60 ft.

Hit: 1d4+3 piercing (Finesse, Light, Thrown)

Psychic Dagger. Melee: +5 to hit, reach 5 ft or range 60 ft. Hit: 1d4+3 psychic (Finesse, Light, Thrown)

Psychic Sword. Melee: +5 to hit, reach 5 ft or range 60 ft. Hit: 1d6+3 psychic (Finesse, Light, Thrown)

Rogue 3

Soulknife

Features

Actor.

Criminal Contact.

Cunning Action. bonus action

Elf.

Expertise (Rogue).

High Elf.

Psi Bolstered Knack.

Psionic Power. uses: 4 per long rest

Psychic Blades.

Psychic Whispers.

Roguish Archetype.

Sneak Attack. 2d6 damage

Thieves' Cant.

Equipment

Studded Leather Armor. AC 12, light, 45gp, Weight: 13

Ffion



Paladin 3 (2700/2700)

Medium Human, Neutral Good

Armor Class 20 (Plate Armor, Shield)

Hit Points 31

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
16	11	17	10	10	14
(+3)	(0)	(+3)	(0)	(0)	(+2)

Skills Athletics +5, Insight +2, Intimidation +4, Religion +2

Saving Throws Str +3, Dex 0, Con +5, Int 0, Wis +2, Cha +4

Languages Common, Draconic, Elvish, Anglo-Saxon

Weapon Proficiencies Simple Weapons, Martial Weapons

Armor Proficiencies Light Armor, Medium Armor, Heavy Armor, Shields

Condition Immunities Diseased

Biography

Ffion's mother, Seren, was Arthur's wet nurse and nanny, and is currently Morgause's nanny. So Fionn is basically Arthur's and Morgause's big sister.

Ffion became a student of Branwen's early on, but was more interested in the rough-and-tumble things that Arthur was doing, and became a paladin rather than a cleric.

Appearance: Age: 17, 6'1", 175 lbs, blonde, brown eyes

Personality Traits: Very quiet and reserved in social situations, she turns into a wildcat in battle.

Ideals: Might does not make right, but it sure does help.

Bonds: Considers Arthur to be her little brother.

Flaws: She spoils Arthur and Morgause, letting them get away with anything.

Background

Acolyte

Attacks

Crystal. +2 to hit

Longbow. Ranged: 0 to hit, range 150/600 ft. Hit: 1d8 piercing

Longsword. Melee: +3 to hit, reach 5 ft. Hit: 1d8+3 slashing (Versatile 1d10+3)

Paladin 3

Oath of the Ancients

Features

Channel Divinity (Paladin). uses: 1 per short rest

Divine Health.

Divine Sense. uses: 3 per long rest, Duration: 1 round

Divine Smite. 2d8 radiant damage, 1 creature

Fighting Style (Paladin).

Fighting Style: Protection. reaction, 1 creature Human.

Lay on Hands. uses: 15 per long rest, 1 creature

Nature's Wrath. Save: Strength DC 12

Resilient: Constitution.

Sacred Oath.

Shelter of the Faithful.

Spellcasting (Paladin).

Turn the Faithless. Save: Wisdom DC 12

Equipment

Plate Armor. AC 18, heavy, Max Dex 0, 1500gp, Weight: 65

Shield. AC 2, shield, 10gp, Weight: 6

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Containers

Backpack. 2gp, Weight: 5

Quiver. 1gp, Weight: 1

Spellcasting

Spell DC 12, Spell Attack +4

Level 1 (3): Bless, Command, •Cure Wounds, Detect Poison and Disease, •Divine Favor, •Ensnaring Strike, •Heroism, Protection from Evil and Good, Purify Food and Drink, •Shield of Faith, •Speak with Animals

Rhiannon



Wizard 3 (2700/2700)

Medium High Elf, Neutral Good

Armor Class 15 (Mage Armor)

Hit Points 20

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
10	14	15	16	10	11
(0)	(+2)	(+2)	(+3)	(0)	(0)

Skills Arcana +5, History +5, Insight +2, Investigation +5

Saving Throws Str 0, Dex +2, Con +2, Int +5, Wis +2, Cha 0

Languages Common, Draconic, Elvish, Sylvan, Latin

Senses Darkvision 60 ft

Weapon Proficiencies Dagger, Dart, Light Crossbow, Quarterstaff, Shortbow, Sling, Longbow, Longsword, Shortsword

Biography

Rhiannon tutors Arthur in arcana and history, and all things magical. She's also a student of Merlin, sitting in with Morgan when the archmage deigns to bestow his wisdom upon them.

Appearance: Age: 75, 5'2", 100 lbs, silver hair, lavender eyes.

Personality Traits: Compassionate and understanding.

Ideals: Magic should be used to better the world.

Bonds: Morgan is my friend and confidant, though I'm concerned that she's headed down the wrong path.

Flaws: Though I respect the office of the king, I think Uther is a vile human being.

Background

Sage

Attacks

Dagger. Melee: +4 to hit, reach 5 ft or range 20/60 ft.

Hit: 1d4+2 piercing (Finesse, Light, Thrown)

Longbow. Ranged: +4 to hit, range 150/600 ft. Hit: 1d8+2 piercing

Longsword. Melee: +2 to hit, reach 5 ft. Hit: 1d8 slashing (Versatile 1d10)

Wizard 3

School of Aburation

Features

Abjuration Savant.

Arcane Recovery. uses: 1 per long rest, The wizard can recover this number worth of spells slots (of 5th-level or lower): 2

Arcane Tradition.

Arcane Ward. uses: 1 per long rest, Duration: 1 day

Durable.

Elf.

Fey Ancestry.

High Elf.

Spellcasting (Wizard).

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Spellcasting

Spell DC 13, Spell Attack +5

Cantrip: Fire Bolt, Mage Hand, Poison Spray, Shocking Grasp

Level 1 (4): Burning Hands, Color Spray, Detect Magic, Find Familiar, Identify, Mage Armor, Magic Missile, Shield

Level 2 (2): Invisibility, Misty Step

Garthnac



Barbarian 3 (2700/2700)

Medium Orkney, Chaotic Neutral

Armor Class 18 (Shield, Breastplate)

Hit Points 41

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
16	14	16	9	9	10
(+3)	(+2)	(+3)	(-1)	(-1)	(0)

Skills Athletics +5, Intimidation +2, Nature +1, Perception +1, Survival +1
Saving Throws Str +5, Dex +2, Con +5, Int -1, Wis -1, Cha 0
Languages Common, Orkney
Senses Darkvision 60 ft
Weapon Proficiencies Simple Weapons, Martial Weapons
Armor Proficiencies Light Armor, Medium Armor, Shields
Tool Proficiencies Drum

Biography

Garthnac was part of a delegation from Northumbria sent to explore forming an alliance between Orkney and the Britons. As they traveled through Wessex they were attacked and captured by the Saxons.

In the hopes of salvaging the alliance, and at great personal risk to himself, Uther led a raiding party to free the Orkneys.

The Orkney king decided against the alliance (he refused to become Uther's vassal), but Garthnac was impressed by Uther and pledged his fealty to the High King.

Garthnac doesn't talk much. Why say a whole sentence when a single word (or grunt) will do?

Appearance: Age 30, 6'2", 220 lbs, red hair, blue eyes, scarred skin painted blue

Personality Traits: Laconic.

Ideals: Nature.

Bonds: Fiercely loyal.

Flaws: Very argumentative.

Background

Outlander

Attacks

Battleaxe. Melee: +5 to hit, reach 5 ft. Hit: 1d8+3 slashing (Versatile 1d10+3)

Dagger. Melee: +5 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+3 piercing (Finesse, Light, Thrown)

Barbarian 3

Path of the Totem Warrior

Features

Danger Sense.

Orkney.

Primal Path.

Rage. bonus action, uses: 3 per long rest, Duration: 1 minute

Reckless Attack. Duration: 1 round

Relentless Endurance. uses: 1 per long rest, 1 healing

Savage Attacks.

Spirit Seeker.

Totem Spirit.

Totem Spirit: Bear.

Tough.

Unarmored Defense (Barbarian).

Wanderer.

Equipment

Breastplate. AC 14, medium, Max Dex 2, 400gp, Weight: 20

Shield. AC 2, shield, 10gp, Weight: 6

Spellcasting

Spell DC 9, Spell Attack +1

Shona



Fighter 3 (2700/2700)

Medium Dwarf, Neutral

Armor Class 21 (Plate Armor, Shield)

Hit Points 34

Speed 25 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
15	10	16	10	14	10
(+2)	(0)	(+3)	(0)	(+2)	(0)

Skills Athletics +4, Intimidation +2, Perception +4, Survival +4

Saving Throws Str +4, Dex 0, Con +5, Int 0, Wis +2, Cha 0

Languages Common, Giant

Senses Darkvision 60 ft

Weapon Proficiencies Simple Weapons, Martial Weapons

Armor Proficiencies Light Armor, Medium Armor, Heavy Armor, Shields

Tool Proficiencies Smith's Tools

Damage Resistances Poison

Biography

Shona's mother is a dwarf and her father is a human.

Appearance: Age: 40, 5'0", 170 lbs, blonde, blue eyes

Personality Traits: I love a good fight.

Ideals: I want to kick the Saxons all the way back to Saxony.

Bonds: I feel like Arthur is my little brother. And by that I mean I want to grab him by the neck and give him a noogie.

Flaws: I never back down from a fight.

Background

Soldier

Attacks

Dagger. Melee: +4 to hit, reach 5 ft or range 20/60 ft.

Hit: 1d4+2 piercing (Finesse, Light, Thrown)

Longbow. Ranged: +2 to hit, range 150/600 ft. Hit: 1d8 piercing

Longsword. Melee: +4 to hit, reach 5 ft. Hit: 1d8+2 slashing (Versatile 1d10+2)

Fighter 3

Rune Knight

Features

Action Surge. uses: 1 per short rest

Bonus Proficiencies.

Dwarf.

Dwarven Resilience.

Fighting Style (Fighter).

Fighting Style: Defense.

Fire Rune. uses: 1 per short rest, Duration: 1 minute

Giant Might. null bonus actions, uses: 2 per long rest, Duration: 1 minute

Heavy Armor Master.

Hill Dwarf.

Martial Archetype.

Rune Carver.

Second Wind. bonus action, uses: 1 per short rest, 1d10+3 healing

Stone Rune. Save: Wisdom DC 10, reaction, uses: 1 per short rest, Duration: 1 minute

Stonecunning.

Equipment

Plate Armor. AC 18, heavy, Max Dex 0, 1500gp, Weight: 65

Shield. AC 2, shield, 10gp, Weight: 6

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Healer's Kit. 10 charges, 1 creature, 5gp, Weight: 3

Containers

Quiver. 1gp, Weight: 1

Tools

Smith's Tools. 20gp, Weight: 8

Gwilym



Bard 3 (2700/2700)

Medium Human, Neutral Good

Armor Class 17 (Shield, Studded Leather Armor)

Hit Points 24

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
10	16	14	10	11	16
(0)	(+3)	(+2)	(0)	(0)	(+3)

Skills Acrobatics +5, Animal Handling +1, Arcana +1, Athletics +1, Deception +7, History +1, Insight +1, Intimidation +4, Investigation +1, Medicine +1, Nature +1, Perception +1, Performance +5, Persuasion +5, Religion +1, Sleight of Hand +4, Stealth +7, Survival +1

Saving Throws Str 0, Dex +3, Con +2, Int 0, Wis 0, Cha +3

Languages Common, Anglo-Saxon

Weapon Proficiencies Simple Weapons, Hand Crossbow, Longsword, Rapier, Shortsword, Martial Weapons

Armor Proficiencies Light Armor, Medium Armor, Shields

Biography

Gwilym is Uther's court jester. He feels responsible for instilling a sense of honor, wonder and awe in the heir to the throne. He doesn't want the prince to become jaded by courtly intrigues and the horrors of war, and wants to convince Arthur that a better future is possible.

Appearance: Age: 25, 5'10", 150 lbs, brown hair, brown eyes.

Personality Traits: Ridiculously optimistic even in the face of certain doom.

Ideals: Stories can make us better people.

Bonds: Stories about the heroes of old.

Flaws: Prone to making bad jokes and silly asides at the most inopportune times.

Background

Entertainer

Attacks

Dagger. Melee: +5 to hit, reach 5 ft or range 20/60 ft.

Hit: 1d4+3 piercing (Finesse, Light, Thrown)

Longbow. Ranged: +5 to hit, range 150/600 ft. Hit: 1d8+3 piercing

Rapier. Melee: +5 to hit, reach 5 ft. Hit: 1d8+3 piercing (Finesse)

Bard 3

College of Valor

Features

Bard College.

Bardic Inspiration. bonus action, uses: 3 per long rest, 1d6, Duration: 10 minutes, 1 creature

Bonus Proficiencies (Valor).

Combat Inspiration.

Expertise (Bard).

Human.

Inspiring Leader. 10 minute actions, uses: 1 per short rest, 6 temp hp damage, 6 ally

Jack of All Trades.

Song of Rest. 1d6 healing

Spellcasting (Bard).

Equipment

Shield. AC 2, shield, 10gp, Weight: 6

Studded Leather Armor. AC 12, light, 45gp, Weight: 13

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Tools

Lute. 35gp, Weight: 2

Spellcasting

Charisma Spell DC 13, Spell Attack +5; Intelligence Spell DC 13, Spell Attack +5

Cantrip: Prestidigitation, Vicious Mockery

Level 1 (4): Cure Wounds, Disguise Self, Heroism, Hideous Laughter, Thunderwave

Level 2 (2): Invisibility

Ioan



Ranger 3 (2700/2700)

Medium Human, Neutral

Armor Class 18 (Scale Mail, Shield)

Hit Points 31

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
11	16	16	11	14	10
(0)	(+3)	(+3)	(0)	(+2)	(0)

Skills Athletics +2, Nature +2, Perception +4, Stealth +5, Survival +4

Saving Throws Str +2, Dex +5, Con +3, Int 0, Wis +4, Cha 0

Languages Common

Weapon Proficiencies Simple Weapons, Martial Weapons

Armor Proficiencies Light Armor, Medium Armor, Shields

Tool Proficiencies Pan Flute

Biography

Ioan is Arthur's nature, survival and archery tutor, instructing him in the arts of the forest, hunting, etc.

Appearance: Age: 32, 6'1", 180 lbs, black hair, black eyes

Personality Traits: Gruff, curt, short-tempered, impatient. Hard to get along with? Yes!

Ideals: Preserve the balance of nature and man.

Bonds: I love Arthur like a son. I also love Morgaine like a bawdy wench, but I can't go there...

Flaws: I don't like crowds. I am not good with people.

Background

Outlander

Attacks

Dagger. Melee: +5 to hit, reach 5 ft or range 20/60 ft.

Hit: 1d4+3 piercing (Finesse, Light, Thrown)

Longbow. Ranged: +5 to hit, range 150/600 ft. Hit: 1d8+3 piercing

Rapier. Melee: +5 to hit, reach 5 ft. Hit: 1d8+3 piercing (Finesse)

Ranger 3

Hunter

Features

Favored Enemy.

Favored Enemy: Aberrations.

Fighting Style (Ranger).

Fighting Style: Archery.

Human.

Hunter's Prey.

Natural Explorer.

Primeval Awareness.

Ranger Archetype.

Resilient: Wisdom.

Spellcasting (Ranger).

Wanderer.

Equipment

Scale Mail. AC 14, medium, Max Dex 2, 50gp, Weight: 45

Shield. AC 2, shield, 10gp, Weight: 6

Consumables

Arrow. ×19, piercing damage, 5cp, Weight: 0.05

Containers

Backpack. 2gp, Weight: 5

Quiver. 1gp, Weight: 1

Spellcasting

Spell DC 12, Spell Attack +4

Level 1 (3): Alarm, Cure Wounds, Goodberry, Hunter's Mark

Gwalchmai



Cleric 3 (2700/2700)

Medium Human, Neutral Good

Armor Class 18 (Scale Mail, Shield)

Hit Points 27

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
10	14	16	10	16	12
(0)	(+2)	(+3)	(0)	(+3)	(+1)

Skills Insight +5, Medicine +5, Persuasion +3, Religion +2

Saving Throws Str 0, Dex +4, Con +3, Int 0, Wis +5, Cha +3

Languages Common, Elvish, Anglo-Saxon, Latin

Weapon Proficiencies Simple Weapons

Armor Proficiencies Light Armor, Medium Armor, Shields, Heavy Armor

Biography

Gwalchmai is Arthur's tutor in religion and the medical arts. He is also Arthur's personal physician.

Appearance: Age: 21, 5'10", 150 lbs, brown hair, brown eyes

Personality Traits: Falsely humble.

Ideals: If I only work hard enough I can mold Arthur into the king his people need.

Bonds: I have pledged to serve the gods and protect the heir to the throne.

Flaws: I can see into men's souls, and can't hide it when I don't like what I see.

Background

Acolyte

Deity: Diancecht

Attacks

Light Crossbow. Ranged: +4 to hit, range 80/320 ft. Hit: 1d8+2 piercing

Warhammer. Melee: 0 to hit, reach 5 ft. Hit: 1d8 bludgeoning (Versatile 1d10)

Cleric 3

Life Domain

Features

Bonus Proficiency (Life Domain).

Channel Divinity (Cleric). uses: 1 per short rest

Channel Divinity: Preserve Life. 15 healing

Channel Divinity: Turn Undead. Save: Wisdom DC 13, Duration: 1 minute

Disciple of Life.

Divine Domain.

Human.

Resilient: Dexterity.

Shelter of the Faithful.

Spellcasting (Cleric).

Equipment

Scale Mail. AC 14, medium, Max Dex 2, 50gp, Weight: 45

Shield. AC 2, shield, 10gp, Weight: 6

Containers

Backpack. 2gp, Weight: 5

Spellcasting

Spell DC 13, Spell Attack +5

Cantrip: Resistance, Sacred Flame, Spare the Dying

Level 1 (4): •Bless, •Cure Wounds, •Guiding Bolt, •Inflict Wounds

Level 2 (2): •Aid, •Hold Person, •Lesser Restoration, •Locate Object, •Spiritual Weapon