

# The Future King

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

There will be fighting, political intrigue, fighting, magic, fighting, and interpersonal character development with the royal family and other hangers-on in the palace. As you read the following you should be thinking in terms of who your character is, and how they fit into the royal court and life at Castle Tintagel.

The background 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 construction of Stonehenge from sarsens dragged dozens of miles from a mound known as Merlin's Barrow. Uther Pendragon is High King of the Britons, ruling from Castle Tintagel ([see map](#)) 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. These seven kingdoms are called the Heptarchy.

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). These six kingdoms are called the Hexarchy.

This battle of the seven kingdoms against the six kingdoms is the long-simmering conflict of the campaign.

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 five 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 first married to Gurlas, one of Uther's generals. 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. 10) 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 (gwənt), Powys ('po·wəs), Dyfed ('də·vəd) 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 ('də·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.

Descriptions of Tintagel's inhabitants and other non-player characters can be found starting on page 10. These may be useful to establish hooks for your character's backstory and serve as Bonds, but if you want to invent something from whole cloth, go ahead.

See the biographies and personal characteristics of the Example Characters on page 21 for ideas on how your character might fit in. 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.

## 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.

## Backstory

Since we're starting at level 3, your character has history. In a sentence or two for level 1 and again for level 2, tell us two adventures that you had and who you met on your way to level 3. Your [background and class](#) will likely figure into these. Please feel free to use the characters listed in [Non-Player Characters](#) on p. 10 as your bonds and in your character's backstory.

## Abilities

We will use the point buy method 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. You can also use a Bonus Feat (p. 5) 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.

I've written a calculator in Foundry for selecting abilities using the point buy method, so you don't need to worry about adding these numbers up yourself.

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](http://dnd5e.wikidot.com). *Be sure to right-click these links to open them in a separate tab from inside Foundry.*

### Class      Typical Backgrounds

Barbarian    [Outlander](#), [Hermit](#)

Bard            [Entertainer](#), [Charlatan](#)

Cleric          [Acolyte](#), [Hermit](#), [Noble](#)

Druid           [Acolyte](#), [Hermit](#)

Fighter        [Soldier](#), [Knight](#)

Paladin        [Acolyte](#), [Noble](#), [Knight](#), [Soldier](#)

### Available Subclasses

[Path of the Berserker](#), [Path of the Totem Warrior](#)

[College of Lore](#), [College of Swords](#), [College of Valor](#)

[Life Domain](#), [Death Domain](#), [Forge Domain](#),

[Knowledge Domain](#), [Light Domain](#), [Nature Domain](#),

[Tempest Domain](#), [Trickery Domain](#), [War Domain](#)

[Circle of the Land](#), [Circle of the Moon](#)

[Champion](#), [Arcane Archer](#), [Battle Master](#), [Eldritch](#)

[Knight](#), [Rune Knight](#)

[Oath of Devotion](#), [Oath of the Ancients](#), [Oath of](#)

[Vengeance](#)

Class	Typical Backgrounds	Available Subclasses
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 Conjunction, 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, lighter skin, 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 genetically compatible.

**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. The subraces of dwarves are Hill Dwarf and Mountain Dwarf.

**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. The subraces of gnome are Forest Gnome and Rock Gnome.

**Halfling:** a short lineage from the moors of Devon. There are Lightfoot Halflings and Stout Halflings.

**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.

**Saxon:** another human lineage. You are a member or a descendant of the Anglo-Saxon invaders, warriors who prize combat and physical prowess above all else. Increase one ability by 2 and increase a different ability by 1, or increase three different abilities by 1. You also get the Adrenalin Rush and Relentless Endurance features. (The Saxons are much like orcs.) Many people may mistrust you because of your Saxon heritage.

**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. 10 (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.

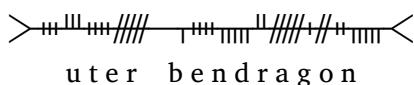
## Language

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 (sometimes called Brythonic), 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:



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	ᚼ	ᛒ	F	ᚱ	<	X	ᚢ	ᚷ	ᚻ	I	ጀ	ጀ	ጀ
f	u	θ	a	r	k	g	w	h	n	i	j	æ	
ᚼ	ȝ	ȝ	↑	ᛘ	ᚱ	◊	ᛘ	ᛘ	ᛘ				

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 priests. 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 starts 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'na·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	'mo·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	'wo·dən	Neutral Good	Knowledge	The All Father
Tiw	'ti·u	Lawful Neutral	War	God of War

<b>God</b>	<b>IPA</b>	<b>Alignment</b>	<b>Domains</b>	<b>Epithet</b>
Thunor	'θu·nɔr	Chaotic Neutral	Tempest	God of Thunder
Frig	frig	Neutral Good	Life	Wife of Woden

## Roman Gods

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

<b>God</b>	<b>Alignment</b>	<b>Domains</b>	<b>Epithet</b>
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

Standard D&D mechanics are used to gain experience to reach the next level, when you get additional class features and spells. Every fourth level for most classes you can increase one ability by 2 or two abilities by 1. Fighters are the big exception, getting a couple extra ability increases along the way.

Characters 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.

Wizards learn two new spells at each level, but can add more than that if they find scrolls, spellbooks or someone who will let them copy from their spellbook. Cultivating a good relationship with other wizards may give you access to their spellbooks. Merlin is notoriously difficult to pin down, but it is possible...

## Inspiration

Characters will start each gaming session with one inspiration. At the start of each session you will check the checkbox on the Attributes section of the character sheet to indicate this is available.

You can spend that inspiration to give your character **advantage** on a d20 roll (roll 2d20 and take the higher result) for an attack, saving throw or ability check. Uncheck the Inspiration checkbox when you use the inspiration. In Foundry you hold down the Alt key when selecting an action to indicate a roll with advantage.

After you have spent that inspiration you can get it back during the same gaming session if you

roll a natural 20 on an attack roll, saving throw or ability check. In Foundry the d20 roll will be green to indicate this. Check the Inspiration checkbox when green d20 roll comes up! You can only have one inspiration at a time, so if you roll a d20 and you already have one you don't get another one.

## 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 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 sparring 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 the class they are training Arthur for, 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 an 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 20, plus a bonus equal to the instructor's Insight check. 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.

You, as players, are constructing the future king.

## 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.

### 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 (nais), for example.

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

## Royalty

### Uther Pendragon (Ytchr Ben Draswn) ('u·θər)



#### 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-thər)



#### 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 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'gɔz)



#### 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-wɛn)



#### 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 dithering 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 (bɔrs)



#### 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.

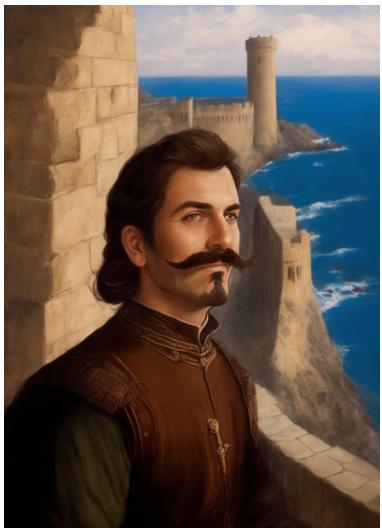
## Seren ('sə·ren)



### 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·do·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 ('kən·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'la·dəs)



### 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 ('glɪ·nɪs or 'glə·nɪs)



### Cook, wife of Bors

Glynis runs the kitchen, reporting directly to Igraine.

## Dilys ('dɪ·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 ('grɪ·frɪθ)



### 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 (rax·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 (Gwennhwyfar) ('gwi·nə·vir or 'gwən·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 (Gwennhwyfach) ('dʒe·nə·viv or 'gwən·hwə·vəχ)



### 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 anyone. 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 (Lānslōd) ('læn-sə-lat or 'lun-slōd)



#### 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 (is'lū·ən)



#### Halfling King of Devon

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 Leodegran. 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 (anj'a·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

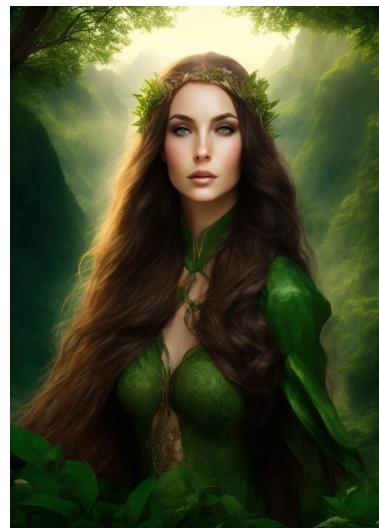
lake upon the old High King's death.

## 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 homebodies.

### Octa / Ὀκτά ('ok-ta)



#### King of Kent

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

### Cynric / Κίνρικ ('kīn-rīk)



#### 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 / Ἀσκών ('æsk-win)



#### 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 / Τρέφεν Βαρφόγ ('trē-fēn 'var-vōg)



#### 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** ('maɪl-gwən)



#### **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** ('brɔχ-wel əs'griθrɔg)



#### **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.

# Arianrhod



Sorcerer 2, Cleric 1 (900/2700)

Medium *Celt*, *Neutral*

Armor Class 17 (draconic resistance)

Hit Points 24

Speed 30 ft

Proficiency Bonus 2

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

Skills Arcana +3, Deception +5, Insight +4, Persuasion +5, Religion +3, Sleight of Hand +4

Saving Throws Str 0, Dex +4, Con +4, Int +1, Wis +2, Cha +5

## Biography

Arianrhod claims to be a princess from Gwynedd, the niece of King Maelgwn, and a priestess of the Dagda. She has the right clothes, the right jewelry, knows the right names, has letters from other nobility from the six kingdoms. And she *is* a priestess of Dagda: she casts healing spells.

As is the custom with all visiting nobility, Uther has put her up at a room in Tintagel and granted her the hospitality of his home. In exchange, Arianrhod is instructing Arthur in the courtly graces.

But is she really who she says she is? After a few drinks she's said that she's the grand daughter of Merlin and a dragon. They think she's making it up. That she's a poor, sheltered princess who's looking for some excitement in her life.

Her skin does have a golden sheen to it, almost scaly. And she casts some spells in a strange, raspy language, rather than the soothing tones of Dagda's Celtic tongue.

And for a princess, she has quite a bawdy vocabulary, and spends a lot of time playing cards and dice with the guards. And she usually wins.

**Appearance:** Age 30, 5'7", 135 lbs, short black hair, amber eyes, bronzed skin

**Personality Traits:** Loves to tell wild tales.

**Ideals:** She is determined to make Merlin proud of her.

**Bonds:** She believes Merlin is her father and craves his attention.

**Flaws:** Loves to gamble and make impossible bets, and then secretly use magic to win them.

## Background

Charlatan

## Attacks

**Dagger.** Melee: +4 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+2 piercing (Finesse, Light, Thrown)

**Quarterstaff.** Melee: +2 to hit, reach 5 ft. Hit: 1d6 bludgeoning (Versatile 1d8)

## Class and Subclass

### Cleric 1

### Sorcerer 2

#### Draconic Bloodline

#### Trickery Domain

#### Features

**Blessing of the Trickster.** Duration: 1 hour  
*Celt.*

Deity: Dagda.

Divine Domain.

Draconic Resilience.

Dragon Ancestor: Gold.

Font of Magic. uses: 2 per long rest

Resilient: Dexterity.

Sorcerous Origins.

Spellcasting (Cleric).

Spellcasting (Sorcerer).

#### Equipment

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

Fine Clothes. 15gp, Weight: 6

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

#### Containers

Pouch. 5sp, Weight: 1

#### Tools

Dice Set. 1sp

Disguise Kit. 25gp, Weight: 3

Forgery Kit. 15gp, Weight: 5

Playing Cards Set. 5sp

#### Treasure

Signet Ring. 5gp

#### Spellcasting

Charisma Spell DC 13, Spell Attack +5; Wisdom Spell DC 12,

Spell Attack +4; Intelligence Spell DC 12, Spell Attack +4

**Cantrip:** Chill Touch, Fire Bolt, Light, Mending, Minor Illusion, Shocking Grasp, Spare the Dying

**Level 1 (4):** •Burning Hands, •Charm Person, •Cure Wounds, •Disguise Self, •Guiding Bolt, •Healing Word, •Magic Missile, •Shield, Shield of Faith

Level 2 (2):

## Bryn Eryri

Player: Peggy



Fighter 3 (900/2700)

*Medium Celt, lawful good*

Armor Class 20 (Half Plate Armor, Shield)

Hit Points 31

Speed 30 ft

Proficiency Bonus 2

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

Skills Athletics +5, Intimidation +2, Perception +3, Survival +3

Saving Throws Str +5, Dex +4, Con +5, Int 0, Wis +1, Cha 0

Senses Darkvision 120 ft

## Biography

Bryn hails from the (former?) land of the Giants, in the wild mountains of Snowdonia in Gwynedd (<https://snowdonia.gov.wales/>) The Eryri family legend claims giant blood, and all are above average in height. Bryn wears a leather cord necklace with multiple plain cream-colored quartz pendants upon which she inscribes runes which give her special giant powers passed down through family generations. Her family is a loyal ally of Maelgwn, King of Gwynedd, and ready to take up arms against the foes of the kingdom.

Bryn's strength and height make her the match to any man in swordplay, so she has trained hard and achieved some renown in the 6 Kingdoms. She was invited to Tintagel to battle train the young prince Arthur. She reports to Owain, Weapons Master.

At Tintagel she quickly befriended Gladys, Captain of the Guard, and they enjoy sparring together. She also enjoys helping Raghnal fix the broken down practice weapons. She finds it very rewarding to train Arthur, whom she takes great pride in helping raise to be a worthy future king.

**Appearance:** 6' 6" human female, 190 lbs, age 25, short blonde hair, brown eyes, necklace with quartz pendants

**Personality Traits:** Bryn loves swordplay, fixing swords, gambling with the dice and fast driving. She is very physical and always is up for an adventure.

**Ideals:** Loyalty to family and the kingdom of Gwynedd, and patron Uther and his son Arthur.

**Bonds:** Arthur, heir to the throne. Gladys, Captain of the Guard. Maelgwn, King of Gwynedd. Raghnal, Smithy

**Flaws:** Bryn is a bit reckless, quickly jumping into a fray to defend those who have earned her trust and loyalty.

## Background

Rank: Sergeant  
Soldier

## Attacks

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

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

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

**Spear.** Melee: +3 to hit, reach 5 ft or range 20/60 ft. Hit: 1d6+3 piercing (Thrown, Versatile 1d8+3)

**Warhammer.** Melee: +3 to hit, reach 5 ft. Hit: 1d8+3 bludgeoning (Versatile 1d10+3)

## Class and Subclass

### Fighter 3

#### Rune Knight

## Features

Action Surge. uses: 1 per short rest

Bonus Proficiencies (Rune Knight).

Celt.

Fighting Style (Fighter).

Fighting Style: Defense.

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

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

Martial Archetype.

Resilient.

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

## Equipment

Half Plate Armor. AC 15, medium, Max Dex 2, 750gp, Weight: 40

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

Traveler's Clothes. 2gp, Weight: 4

## Consumables

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

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

Waterskin. 4 charges, 2sp, Weight: 5

## Containers

Backpack. 38.3gp

Climber's Kit. 25gp, Weight: 12

Lamp. Duration: 6 hours, 45 ft radius, 5sp

**Manacles.** 1 creature, 2gp, Weight: 6

**Mess Kit.** 2sp, Weight: 1

**Oil Flask.** 5 fire damage, Duration: 1 minute, 1 creature, 1sp, Weight: 1

**Rations.** 1 creature, 5sp, Weight: 2

**Silk Rope (50 ft.).** 10gp, Weight: 5

**Home Storage.** 20gp

**Smith's Tools.** 20gp, Weight: 8

**Quiver.** 1gp, Weight: 1

## Bugs

Player: Peggy



Rogue 3 (900/2700)

*Small Rock Gnome, Chaotic Neutral*

Armor Class 15 (Studded Leather Armor)

Hit Points 27

Speed 30 ft

Proficiency Bonus 2

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

**Skills** Acrobatics +5, Arcana +4, Athletics +1, Insight +2, Investigation +4, Perception +4, Sleight of Hand +5, Stealth +7

**Saving Throws** Str -1, Dex +5, Con +3, Int +4, Wis 0, Cha 0

**Senses** Darkvision 60 ft

## Biography

Bugs is an orphan street urchin, who had the bad luck to be spotted by Uther in town when he was robbing a wagon of carefully hidden valuables stashed under junk. Uther had his guards arrest him, then quietly hired Bugs to be his eyes and ears on palace intrigue. He spends his days lurking around, eavesdropping, and searching for hidden doors, traps and stashes. Most people don't realize he exists, and if they catch a glimpse of him they think he's a small harmless urchin child, scrounging for food or finding shelter for the night. He frequently changes his disguise to avoid repeat encounters looking like the same person. Bugs strives to stay out of sight and out of mind.

Uther engaged Merlin to teach Bugs some basic magic spells to aid his work, including Comprehend Languages and Message. He reports to Uther at night when he is in his bedroom, using the Message cantrip from across the

## Tools

Dice Set. 1sp

## Treasure

Ink Pen. 2cp

Necklace with Quartz Pendants. 5gp

Paper. 2sp

Tinderbox. 5sp, Weight: 1

courtyard. He uses Mage Hand to deliver small items through the window, such as coded notes he has found. Bugs is never seen with Uther in public, and rarely even sees him in private. Bors pays him in person for his services. Cadogan has figured out there is someone else feeding Uther information but doesn't know who. The Captain of the Guard, Gladys, is responsible for Bug as he is considered part of the security of the castle. She keeps tabs on him and he eats from the soldier's mess. He has a secret place (really just a hidden spot in a storage room) in the barracks to sleep.

**Appearance:** age 45, clean-shaven, messy brown hair, 3' 8", 45 lbs. Disguises as an urchin child.

**Personality Traits:** Sneaky, nosy, delights in learning everyone's secrets.

**Ideals:** Bugs yearns to have a trustworthy friend. He barely understands the concept, however.

**Bonds:** Uther, Merlin, Gladys and Bors are the only people who know he exists.

**Flaws:** Socially awkward

## Background

Urchin

## Attacks

**Shortbow.** Ranged: +3 to hit, range 80/320 ft. Hit: 1d6+3 piercing

**Shortsword.** Melee: +3 to hit, reach 5 ft. Hit: 1d6+3 piercing (Finesse, Light)

**Shortsword (Off-hand).** Melee: +3 to hit, reach 5 ft. Hit: 1d6 piercing (Finesse, Light)

**Sling.** Ranged: +3 to hit, range 30/120 ft. Hit: 1d4+3 bludgeoning

## Class and Subclass

### Rogue 3

#### Arcane Trickster

## Features

Artificer's Lore.

City Secrets.

Cunning Action. bonus action

Expertise (Rogue).

Gnome.

Gnome Cunning.

Mage Hand Legerdemain.

Rock Gnome.

Roguish Archetype.

Skill Expert.

Sneak Attack. 2d6 damage

Thieves' Cant.

Tinker. hour action

## Equipment

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

## Consumables

Arrow. x20, piercing damage, 5cp, Weight: 0.05

## Containers

Backpack. 110gp

Climber's Kit. 25gp, Weight: 12

Disguise Kit. 25gp, Weight: 3

Silk Rope (50 ft.). 10gp, Weight: 5

## Ceridwen



Rogue 3 (900/2700)

*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 (0)	16 (+3)	14 (+2)	13 (+1)	10 (0)	14 (+2)

**Skills** Acrobatics +5, Athletics +2, Deception +6, Insight +2, Investigation +3, Perception +2, Persuasion +4, Sleight of Hand +5, Stealth +7

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

## Biography

Ceridwen's mother is elven and her father was a Celt. 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

Tinker's Tools. 50gp, Weight: 10

Quiver. 1gp, Weight: 1

## Tools

Poisoner's Kit. 50gp, Weight: 2

Thieves' Tools. 25gp, Weight: 1

## Spellcasting

Spell DC 12, Spell Attack +4

Cantrip: Chill Touch, Mage Hand, Message

Level 1 (2): Comprehend Languages, Hideous Laughter, Sleep

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)

## Class and Subclass

### 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

## Cochran

Player: Bruce



Wizard 3 (0/2700)

*Medium Mountain Dwarf, Neutral Good*

Armor Class 17 (Half Plate Armor)

Hit Points 35

Speed 25 ft

Proficiency Bonus 2

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

Skills Arcana +4, Insight +2, Investigation +4, Persuasion +2

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

Senses Darkvision 60 ft

## Biography

Cochran is from the mountains of Gwynedd. He is a typical dwarf, and an atypical wizard: he wears armor, wields a battleaxe, is a trained blacksmith. But he also does alchemy. Before coming to Tintagel he made minor magical trinkets, mostly for the kids, and alchemical preparations.

At Tintagel he has been trying to get an audience with Merlin, but the archmage always blows him off: Cochran is

starting to think he just doesn't like dwarves.

Cochran has sort of a competition with Raghnal, the dwarven smith in the castle, trying to prove who's the better smith. Raghnal always complains that Cochran is cheating because he uses magic.

Appearance: 4'6", 150 lbs, blond, beard

## Background

Guild Artisan

## Attacks

**Battleaxe.** Melee: 0 to hit, reach 5 ft. Hit: 1d8 slashing (Versatile 1d10)

**Dagger.** Melee: +2 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+2 piercing (Finesse, Light, Thrown)

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

## Class and Subclass

### Wizard 3

#### School of Evocation

## Features

**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.**

**Dwarf.**

**Dwarven Resilience.**

**Evocation Savant.**

**Mountain Dwarf.**

**Sculpt Spells.**

**Spellcasting (Wizard).**

**Stonecunning.**

**Tough.**

## Equipment

Half Plate Armor. AC 15, medium, Max Dex 2, 750gp, Weight: 40

## Spellcasting

Spell DC 12, Spell Attack +4

**Cantrip:** Fire Bolt, Ray of Frost, Shocking Grasp

**Level 1 (4):** Burning Hands, Disguise Self, Find Familiar, Identify, Magic Missile, Shield

**Level 2 (2):**

# Cormac



Druid 3 (900/2700)

Medium ,

Armor Class 17 (Shield, Studded Leather Armor)

Hit Points 24

Speed 35 ft

Proficiency Bonus 2

## Attacks

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

**Longsword.** Melee: 0 to hit, reach 5 ft. Hit: 1d8 slashing (Versatile 1d10)

## Class and Subclass

### Druid 3

#### Circle of the Moon

## Features

Circle Forms.

Combat Wild Shape.

Druid Circle.

Druidic.

Elf.

Fey Ancestry.

Fleet of Foot.

Mask of the Wild.

Resilient: Dexterity.

Spellcasting (Druid).

Wanderer.

Wild Shape. uses: 2 per short rest, Duration: 1 hour

Wood Elf.

## 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

## Containers

Quiver. 1gp, Weight: 1

## Spellcasting

Spell DC 13, Spell Attack +5

Cantrip: Poison Spray, Produce Flame

Level 1 (4): •Cure Wounds, •Faerie Fire, Goodberry, •Healing Word, •Thunderwave

Level 2 (2):

Skills Athletics +2, Medicine +5, Perception +5, Stealth +5, Survival +5

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

Senses Darkvision 60 ft

## Background

Outlander

# Darragh



Ranger 3 (0/2700)

Medium Galatai, Neutral

Armor Class 18 (Studded Leather Armor, Shield)

Hit Points 43

Speed 30 ft

Proficiency Bonus 2

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

Skills Athletics +2, Investigation +2, Nature +2, Perception +3, Stealth +5, Survival +3

Saving Throws Str +2, Dex +5, Con +5, Int 0, Wis +1, Cha 0  
Senses Darkvision 60 ft

## Biography

Darragh is a ranger from Alba. No one really knows much about him: he's always skulking about in the shadows. He is exceedingly quiet, though he can sometimes be found playing a mournful tune on a shawm, an oboe-like instrument.

He seems to be involved with Cadogan and Conwy, acting as some kind of spy, and he always bristles at the mention of the Saxons.

**Appearance:** 6'1", 170 lbs, dark brown hair, slightly graying beard, blue eyes

**Personality Traits:** Secretive

**Ideals:** Silence is golden.

**Bonds:** Cadogan, Conwy

## Background

Outlander

## Attacks

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

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

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

## Class and Subclass

### Ranger 3

#### Gloom Stalker

#### Features

Dread Ambusher.

## Elessa



Wizard 3 (0/2700)

Medium High Elf, Neutral Good

Armor Class 15 (Studded Leather Armor)

Hit Points 20

Speed 30 ft

Proficiency Bonus 2

Favored Enemy.

Fighting Style (Ranger).

Fighting Style: Defense.

Galatai.

Natural Explorer.

Primeval Awareness.

Ranger Archetype.

Resilient: Constitution.

Spellcasting (Ranger).

Tough.

Umbral Sight.

Wanderer.

## 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

## Containers

Quiver. 1gp, Weight: 1

## Spellcasting

Spell DC 11, Spell Attack +3

Level 1 (3): •Cure Wounds, •Disguise Self, •Hunter's Mark

Skills Arcana +5, Deception +2, Investigation +5, Perception +2, Performance +2, Stealth +5

Saving Throws Str 0, Dex +5, Con +2, Int +5, Wis +2, Cha 0  
Senses Darkvision 60 ft

## Biography

Elessa is a shady wizard with a criminal past, albeit not completely voluntarily.

After her parents died when she was just six years old, her uncle, Rhys, sold her to Nuvian Nimesin. Nuvian was a low-level, no-count wizard who used his magic to defraud elderly nobles.

He would ingratiate himself with them, dazzling them with magic tricks in which Elessa played a very distracting part, and use *magic hand* to lift their purses.

Nuvian traveled the six kingdoms using these scams to line his pockets. He claimed that Elessa was his daughter and trained her in his criminal ways, as well as his bladesinging magic.

He was also a very good swordsman, specializing in bladesinging, and would usually fight his way out of a jam and then flee into the night.

Eventually he was caught in the court of King Tryffyn Farfog of Dyfed. He actually got away after stealing the queen's jewels, but was captured when he went back to get Elessa and was thrown in the dungeon ("I got throwed in the slammer," as he is wont to say). Tryffyn's wife took pity on the young elven girl, who was now 12, and they had her live with their court wizard, an elven woman named Aura.

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

Aura completed Elessa's training, but the girl's magic was already steeped in bladesinging, and so her way was set.

Nuvian was released after serving 10 years in Tryffyd's dungeon, and has been shadowing Elessa ever since (he is her criminal contact).

**Appearance:** Female high elf, long brown hair, green eyes, 5'6", 125 lbs

**Personality Traits:** Always quick with a joke.

**Ideals:** Help the less fortunate, as she once was. Will really go out of her way to help kids.

**Bonds:** She feels she owes a great debt to King Tryffyn and Aura, his court wizard.

**Flaws:** Sometimes slips back into her light-fingered ways.

## Background

Criminal

## Class and Subclass

### Wizard 3

#### Bladesinging

#### Features

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

## Ffion



Paladin 3 (900/2700)

*Medium Celt, Neutral Good*

Armor Class 20 (Plate Armor, Shield)

Hit Points 31

Speed 30 ft

Proficiency Bonus 2

lower): 2

#### Arcane Tradition.

**Bladesong.** bonus action, uses: 2 per long rest, Duration: 1 minute

#### Criminal Contact.

Elf.

Fey Ancestry.

High Elf.

Resilient: Dexterity.

Spellcasting (Wizard).

Training in War and Song.

## Equipment

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

## Spellcasting

Spell DC 13, Spell Attack +5

**Cantrip:** Blade Ward, Fire Bolt, Shocking Grasp, True Strike

**Level 1** (4): Burning Hands, Disguise Self, False Life, Feather Fall, Identify, Magic Missile, Shield, Thunderwave

**Level 2** (2): Invisibility, Scorching Ray

## 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: 18, 6'1", 175 lbs, brown hair, 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.

Daughter of Seren. Acolyte of Branwen.

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

## Background

Acolyte

## Attacks

**Crystal.** +2 to hit

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

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

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

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

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

# Class and Subclass

## Paladin 3

### Oath of the Ancients

#### Features

Celt.

**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

**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

## Garthnac



Barbarian 3 (900/2700)

*Medium Orkney, Chaotic Neutral*

**Armor Class 18** (Shield, Breastplate)

**Hit Points 47**

**Speed 30 ft**

**Proficiency Bonus 2**

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 to both Uther and the king of Orkney.

**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)

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

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

**Senses** Darkvision 60 ft

#### Biography

Garthnac was part of a delegation from Northumbria sent to explore forming an alliance between Orkney and the

#### Features

**Danger Sense.**

**Orkney.**

**Primal Path.**

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

**Reckless Attack.** Duration: 1 round

## Class and Subclass

### 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

## Gwalchmai



Cleric 3 (900/2700)

*Medium Celt, 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

## 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.

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

## Consumables

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

## Containers

Quiver. 1gp, Weight: 1

## Spellcasting

Spell DC 9, Spell Attack +1

**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

**Mace.** Melee: +2 to hit, reach 5 ft. Hit: 1d6 bludgeoning

**Quarterstaff.** Melee: +2 to hit, reach 5 ft. Hit: 1d6 bludgeoning (Versatile 1d8)

## Class and Subclass

### Cleric 3

#### Life Domain

## Features

Bonus Proficiency (Life Domain).

Celt.

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.

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

# Gwilym



Bard 3 (900/2700)

*Medium Celt, 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, Deception +7, Performance +5, Persuasion +5, Stealth +7

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

## 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. Pays special attention to Igraine.

**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)

## Class and Subclass

### 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).**

Celt.

Combat Inspiration.

Expertise (Bard).

Inspiring Leader. 10 minute actions, uses: 1 per short rest, 6 temporary healing, 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 (900/2700)

*Medium Celt, Neutral*

Armor Class 18 (Scale Mail, Shield)

Hit Points 31

Speed 30 ft

Proficiency Bonus 2

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

## Biography

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

Ioan has had several visions in the forest: Angharad Golden Hand, the White Stag, Nimuë (the Lady of the Lake), and Tiandra, the Faerie Queen. He is not sure if he was hallucinating, or drunk, or actually saw them.

**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 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)

## Class and Subclass

### Ranger 3

#### Hunter

## Features

Celt.

Favored Enemy.

Fighting Style (Ranger).

Fighting Style: Archery.

Hunter's Prey.

Hunter's Prey: Colossus Slayer. 1d8 damage

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

## Containers

Backpack. 5.21gp

Hammer. 1gp, Weight: 3

Hempen Rope (50 ft.). 1gp, Weight: 10

Rations. ×5, 1 creature, 0.5gp, Weight: 2

Tinderbox. 0.5gp, Weight: 1

Torch. 1 fire damage, Duration: 1 hour, 40 ft radius, 0.01gp, Weight: 1

Waterskin. 4 charges, 0.2gp, Weight: 5

Quiver. 1gp, Weight: 1

## Spellcasting

Spell DC 12, Spell Attack +4

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

# Lutvik



Fighter 3 (900/2700)

*Medium Saxon, Neutral Good*

Armor Class 19 (Half Plate Armor, Shield)

Hit Points 43

Speed 30 ft

Proficiency Bonus 2

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

**Skills** Athletics +5, Intimidation +2, Perception +2, Survival +2

**Saving Throws** Str +5, Dex +1, Con +5, Int 0, Wis 0, Cha 0

## Biography

Lutvik was a scout in the Saxon army. He was supposed to infiltrate Tintagel and the surrounding villages, looking for weak spots and other intel, but he fell in love with a Celt woman, deserted the Saxon army and never looked back. He has seen the horrors the Saxons have wrought on the countryside, and has pledged to fight the Saxons on the side of the Six Kingdoms.

He has provided Uther's generals with a good deal of intel that has allowed them to regain some territory in the east, and they have a fairly high degree of confidence in his

loyalty, but many people are suspicious of him because he betrayed his people.

**Flaws:** People are suspicious of him as soon as they hear his Saxon accent.

## Background

**Soldier: Scout**

## Attacks

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

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

## Class and Subclass

### Fighter 3

#### Champion

## Features

**Action Surge.** uses: 1 per short rest

**Adrenaline Rush.** bonus action, uses: 2 per long rest, 2 temporary healing

**Fighting Style (Fighter).**

**Fighting Style: Defense.**

**Improved Critical.**

**Martial Archetype.**

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

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

**Tough.**

## Equipment

**Half Plate Armor.** AC 15, medium, Max Dex 2, 750gp, Weight: 40

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

## Consumables

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

## Containers

**XL Backpack.** 20gp

**Rations.** ×10, 1 creature, 5sp, Weight: 2

# Olwen



Fighter 3 (0/2700)

*Medium High Elf, Neutral Good*

Armor Class 18 (Breastplate, Shield)

Hit Points 28

Speed 30 ft

Proficiency Bonus 2

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

Skills Animal Handling +2, Arcana +4, Athletics +2, Perception +2, Survival +2

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

Senses Darkvision 60 ft

## Biography

Olwen lived in the mountains of Gwent when the Saxon army attacked. She harried the invaders with her bow and played a large part in driving them back to Wessex.

She became quite renowned among the people of the region after picking off all the soldiers guarding civilian prisoners from hundreds of yards out. The Saxons never knew what hit them.

**Appearance:** Age 85, 5'6", 130 lbs, blue hair, blue eyes

**Personality Traits:** Cannot stand bullies.

**Ideals:** A free and fair Gwent!

**Bonds:** She always helps the little guy. Wants to put an arrow through Hengest's right eye.

**Flaws:** A little overconfident about her marksmanship. Not a lot, but enough to slip her up once in a while...

## Background

Folk Hero

## Attacks

**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)

## Class and Subclass

### Fighter 3

#### Arcane Archer

## Features

**Action Surge.** uses: 1 per short rest

**Arcane Archer Lore.**

**Arcane Shot.** uses: 2 per short rest

**Bursting Arrow.**

**Defining Event.**

**Elf.**

**Fey Ancestry.**

**Fighting Style (Fighter).**

**Fighting Style: Archery.**

**High Elf.**

**Martial Archetype.**

**Piercing Arrow.**

**Rustic Hospitality.**

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

**Sharpshooter.**

## Equipment

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

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

## Consumables

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

## Spellcasting

Spell DC 12, Spell Attack +4

**Cantrip:** Prestidigitation, True Strike

# Rhiannon



Wizard 3 (900/2700)

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, Perception +2

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

Senses Darkvision 60 ft

## 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. And I think Merlin is losing it...

**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)

## Class and Subclass

### 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

# Shona



Fighter 3 (900/2700)

*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

**Senses** Darkvision 60 ft

## Biography

Shona's mother, Ardis, is a dwarf and her father, Baltar, is a Celt. Ardis is a rune mage, and Baltar is a farmer. He was lost behind enemy lines on her 18th birthday, when the Saxons made a big push into what is now western Wessex, where the family's farm was.

Shona and Ardis escaped by use of Ardis' magic, and Shona immediately joined Uther's army. Ardis had taught Shona many of her secrets, and Shona applied them to warfare.

She rescued her father and dozens of other Britons, receiving a commendation and promotion from Uther himself. He invited her to help tutor Arthur in the art of war, with an eye to the application of magic.

**Appearance:** Age: 40, 5'0", 170 lbs of solid muscle, 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)

## Class and Subclass

### 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.** bonus action, 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

# Tara Trevana



Rogue 3 (900/2700)

*Small Lightfoot Halfling, Neutral Good*

Armor Class 15 (Studded Leather Armor)

Hit Points 24

Speed 25 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
8	16	14	10	10	16
(-1)	(+3)	(+2)	(0)	(0)	(+3)

**Skills** Acrobatics +5, Athletics +1, Deception +7, Perception +2, Persuasion +5, Sleight of Hand +5, Stealth +7, Survival +2

**Saving Throws** Str -1, Dex +5, Con +2, Int +2, Wis 0, Cha +3

## Biography

Tara was born in Trevana, a halfling homestead not far from Tintagel. Her mother died when she was young, and her father didn't really pay much attention to her, so she spent a lot of time on the street.

She was recruited by Cadogan to keep him apprised about what was happening in the villages around Tintagel, and he oversaw her training as an expert swordswoman.

**Appearance:** 3'1", 40 lbs, red hair, brown eyes, pale skin, rosy cheeks

**Personality Traits:** Ebullient, loquacious, fun-seeking

**Ideals:** Protect the little guy

**Bonds:** Cadogan

**Flaws:** Overconfident

## Background

Urchin

## Attacks

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

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

**Shortbow.** Ranged: +3 to hit, range 80/320 ft. Hit: 1d6+3 piercing

**Shortsword (off-hand).** Melee: +3 to hit, reach 5 ft. Hit: 1d6 piercing (Finesse, Light)

## Class and Subclass

### Rogue 3

#### Swashbuckler

## Features

Brave.

City Secrets.

Cunning Action. bonus action

Defensive Duelist. reaction

Expertise (Rogue).

Fancy Footwork.

Halfling.

Halfling Nimbleness.

Lightfoot Halfling.

Lucky.

Naturally Stealthy.

Rakish Audacity.

Roguish Archetype.

Sneak Attack. 2d6 damage

Thieves' Cant.

## Equipment

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

## Consumables

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

## Containers

Quiver. 1gp, Weight: 1

# Trefor



Fighter 3 (0/2700)

*Small Stout Halfling, Chaotic Good*

Armor Class 19 (Plate Armor)

Hit Points 31

Speed 25 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
15	14	16	10	9	10
(+2)	(+2)	(+3)	(0)	(-1)	(0)

Skills Athletics +4, History +2, Perception +1, Persuasion +2

Saving Throws Str +4, Dex +2, Con +5, Int 0, Wis -1, Cha 0

## Biography

Trefor fostered at Tintagel, an exchange with the halfling king of Dewnans, and then stayed on after seeing that Arthur would need help to avoid becoming like his father.

**Appearance:** Age: 25, 3'6", 45 lbs, black hair, brown eyes

**Personality Traits:** My blades go snicker snack! Two blades are better than one.

**Ideals:** A man's heart is more important than his height.

**Bonds:** His father, King Islwyn, visits often to check up on him, which embarrasses him to no end.

**Flaws:** Fools rush in, and I'm a fool!

## Background

Knight

## Attacks

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

**Shortbow.** Ranged: +4 to hit, range 80/320 ft. Hit: 1d6+2 piercing

**Shortsword.** Melee: +4 to hit, reach 5 ft. Hit: 1d6+2 piercing (Finesse, Light)

## Class and Subclass

### Fighter 3

#### Battle Master

## Features

Action Surge. uses: 1 per short rest

Bait and Switch.

Brave.

Combat Superiority.

Dual Wielder.

Evasive Footwork.

Fighting Style (Fighter).

Fighting Style: Two-Weapon Fighting.

Halfling.

Halfling Nimbleness.

Lucky.

Martial Archetype.

Retainers.

Riposte. reaction

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

Stout Halfling.

Stout Resilience.

Superiority Dice. uses: 4 per short rest

Superiority Die.

## 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

# Yannick



Warlock 3 (0/2700)

Medium Galatai, Neutral Good

Armor Class 16 (Breastplate)

Hit Points 24

Speed 30 ft

Proficiency Bonus 2

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

**Skills** Arcana +2, Deception +5, Insight +3, Medicine +3, Religion +2, Sleight of Hand +4

**Saving Throws** Str 0, Dex +2, Con +4, Int 0, Wis +1, Cha +5

## Biography

Yannick is from the continent, from Breizh (Brittany). He is a warlock whose patron is the White Stag. He spent his youth in the forests of Breizh contemplating nature and the divine. The White Stag appeared to him and sent Yannick to Tintagel to watch over Arthur.

Yannick has a sprite familiar named Puck.

**Appearance:** Age: 30, 6'1", 175 lbs, medium length white hair, pale skin, blue eyes

**Personality Traits:** Circumspect, polite to a fault.

**Ideals:** To ensure Arthur becomes a good and beneficent king.

**Bonds:** Yannick has become Branwen's lover.

**Flaws:** Yannick's Breton accent is difficult for most to understand.

## Background

Hermit

## Attacks

**Dagger.** Melee: +4 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+2 piercing (Finesse, Light, Thrown)

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

**Quarterstaff.** Melee: +2 to hit, reach 5 ft. Hit: 1d6 bludgeoning (Versatile 1d8)

## Class and Subclass

### Warlock 3

#### The Celestial

## Features

Bonus Cantrips.

Discovery.

Eldritch Invocations.

Galatai.

**Healing Light.** bonus action, uses: 4 per long rest, d6 healing

**Invocation: Fiendish Vigor.** 1d4+4 temporary healing, Duration: 1 hour

**Invocation: Mask of Many Faces.** Duration: 1 hour

Lightly Armored.

Moderately Armored.

Otherworldly Patron: The White Stag.

Pact Boon.

Pact Magic.

Pact of the Chain.

## Equipment

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

## Consumables

Crossbow Bolt. ×20, piercing damage, 2cp, Weight: 0.075

## Spellcasting

Spell DC 13, Spell Attack +5

**Cantrip:** Chill Touch, Eldritch Blast, Light, Sacred Flame