

Introduction

It is the mid-5th Century. The Roman Legions left Britain a century before and the land is now divided into a dozen rival kingdoms. From over the sea the refugees of the shattered empire and the waves of westward migrations arrive in ever greater numbers. The old Gods are still dominant, but now there is a new God with ambitious and persuasive missionaries. The last gift of an ungrateful empire - Christianity.

Amongst this chaos a ruthless man tries to forge a single nation and fails. Uther, called the Pendragon, dies with unity within his grasp, betrayed by his own lust. The great druid Merllyn goes into hiding with the tyrant's infant son, and the cycle of civil wars continue.

Into this mix of war and politics this game introduces all the mythic elements of the time: Druid Magic, Christian Miracles, the Sidhe, the old Gods, and the magical nature of the land of Logres itself.

It is now that the Characters begin their careers during the upheavals in the mythic Britain of the 5th-6th Century. They will be adventuring as the events surrounding Uther Pendragon, Merllyn, Arthur, Morgaine and the Grail all come to pass. They may even become Knights of Arthur's Court.

Game Philosophy

This game is based around the microlite version of the D20 rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of core D20 (monsters, spells, adventures and equipment) could be used without any serious conversion.

Character Creation

Stats

There are 3 stats - Strength, Dexterity and Mind. These are abbreviated as STR, DEX and MIND.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

The Stat bonus = $(\text{Stat}-10)/2$, rounded down.

Attributes

Whereas the Stat's are innate characteristics of a character, attributes are more nebulous and are often based upon the perceptions of others.

There are 2 attributes - Reputation and Piety.

Reputation will come into use when the characters try to influence others. Great store is set at this time in a person's reputation, often more than their actual abilities. A character's reputation score can be increased and decreased in response to events. If the character's wins great victories or acts in a truly noble manner his reputation may well increase. However, if they act rashly, ignobly or in a cowardly manner, or continuously fail in quests set for them then their reputation will suffer. A character with a negative reputation bonus will not be knighted.

Piety is especially useful for Christian characters in relating to their Church, though for followers of the old Gods it will describe their relationship to their particular deity. Acting in the manner expected by their Church or God, or carrying out quests for the glory of the Church or God will both enhance a character's Piety attribute. Failing to do so also has its rewards... for a character with a negative piety bonus will not be knighted.

These attributes are abbreviated as REP and PIE. In both cases the young Warriors begin with a rating of 11.

Where it is used the Attribute bonus = $(\text{Attribute}-10)/2$, rounded down.

Races

All the normal people of Logres at the time of Uther Pendragon are ostensibly human. There are different nationalities, however, each with its own particular talents.

Cymric.

These are the native Britons. Most are Christian, though a significant minority hold to the old Gods. The Cymric people are tall, mostly fair, and very capable. They get +1 to all skill rolls.

Roman.

This includes those who remained behind when the Roman Army left these shores a century before, as well as more recent immigrants from war-torn Gaul and beyond. They are generally shorter than the Cymric, darker of skin, hair and eye. All are Christian and well-educated. They get +2 to all Knowledge rolls.

Pict.

The Picts come from the far north in Caledonia and the islands beyond. They are fiery in manner and in hair, yet shorter than the Cymric peoples of the south and west. They are hardy folk and often able hunters. None are Christian. They get +2 to the Survival skill.

Hibernian.

Raiders and traders from across the sea to the West. They are mostly cunning pagans, only a few having yet met a missionary from Rome. Most are similar in appearance to the Cymric, their cousins.

Saecsen.

The most recent arrivals. The term 'Saecsen' also covers the various Gothic, Frankish and Alan tribal groups. At the time when the campaign begins they are mostly mercenaries fighting for the various Chieftains and Kings. They are tall, broad-chested and blonde. They get +2 to the Physical skill.

All the above peoples can speak Cymric and their native tongue (Latin for Romans, Pictish for Picts, Scots for Hibernians, and German for Saecsen). In addition those with a positive MIND bonus can learn other languages such as Latin, Iberian, Phoenician, Aramaic and Greek. Pictish and Hibernian characters can choose to learn the lyrical tongue of the Sidhe. They get one additional language per point of MIND bonus. Players can choose to make their characters literate or not.

Each of the characters is assumed to come from a landed family with a Bright reputation (see Alignment). Many of their fathers may be knights or chieftains. Players should create a back-story for their characters.

Female Characters.

Female characters are harder to play, but definitely not impossible. At the time women could be warriors, druids and hunters. There were no female Christian Priests. All women under holy orders in the Church were sequestered in Nunneries.

A Christian King would not knight a woman, though a pagan Cymric, Pictish or Hibernian chieftain or King can make her a Babdh - a unique position of honour, considered equivalent to if not superior to a mere knight. Even Christian Knights will give appropriate respect to a Babdh (it being very dangerous not to).

Female druids are highly respected amongst the common folk. The Christian Church characterises them as 'fell sorceresses' and despises their power and position. Morgaine, Vivienne, Nemue and Mabh are all well known female druids at this time.

Classes

The classes are Warrior, Druid, Priest and Hunter. Characters begin at Level 1.

Warriors

Warriors are the backbone of Cymric society. Most Chieftains and Kings began their lives as Warriors. These are troubled times and the people of Logres need the protection and leadership of their Warriors.

Those who aspire to be Knights begin the campaign as Squires. Once they have achieved 3rd level and have a Reputation of at least 14 they may be knighted. Extreme acts of valour may see them knighted earlier though.

- Warriors add +1 to melee weapon attack and damage rolls.
- They can use any weapons, wear any kind of armour and use any shield.
- They have a +3 bonus to the Physical skill.
- Warriors who meet the prerequisites may attain various virtues.

Druids

The Druid has an invidious position in this society at this time. On one hand they are respected by the Cymric nobility and people and their counsel is sought by Chieftains and Kings. On the other the Christian Church despises them. Although seen as priests in recent times the role of the Cymric druid is much more analogous to a cross between a sage, a mage and a bard.

- A Roman or Saecsen character cannot be a druid.
- Druids can use the dagger, the sling and the staff, but will wear no armour nor use shields.
- They can cast arcane spells.
- They gain a +2 bonus to the Knowledge and Communication skills.

Priests

Priests are Christians and as such are charged with establishing the Church in Logres. They often accompany Warriors and their warbands for this purpose. Most are recruited locally, though some come from Rome.

- A Pict or Saecsen character cannot be a Priest.
- Priests can use any bludgeoning weapon, wear light or medium armour and use any shield.
- They can cast divine spells.
- They gain +3 bonus to the Communication skill.

Hunters

The Hunter is the constant companion of the Warrior. He finds game and water, scouts out the enemy's positions and provides missile and close support when required. A noble hunter can be knighted for actions of extreme valour.

- Hunters can use any weapon, light or medium armour and use a light shield.
- They add +1 to missile weapon attack and damage rolls.
- They gain a +2 bonus to the Survival and Stealth skills.

- Hunters who meet the prerequisites may attain various virtues.

Skills

There are just seven skills - Physical, Stealth, Craft, Knowledge, Communication, Perception and Survival.

Roll higher than the given Difficulty Class to succeed.

Skill roll = D20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Skill rank = your level + any bonus due to your class or race.

For example:

- Climbing would use Physical + STR bonus.
- Dodging a falling rock is Physical + DEX bonus.
- Finding a trap is Stealth + MIND bonus.
- Disabling a trap is Stealth + DEX bonus.
- Making or repairing a weapon or armour is Craft + DEX bonus.
- Recalling an ancient legend would use Knowledge + MIND bonus.
- Treating a comrade who has been poisoned would use Knowledge + MIND bonus.
- Bargaining for provisions with tribesmen would use Communication + MIND bonus.
- Tracking a deer or finding water is Survival + MIND bonus.

Note that there are no "saving throws" in this game. Use Physical + STR or DEX bonus for Fortitude and Reflex saves as appropriate. Saving against magic (Will save) is usually MIND bonus + your level.

Combat

Hit Points = STR Stat + (Level x3).

Roll D20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

- Melee attack bonus = STR bonus + Level
- Missile attack bonus = DEX bonus + Level
- Magic attack bonus = MIND bonus + Level

Add attack bonus to D20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. There are no attacks of opportunity.

Warriors and Hunters can wield two light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round.

If the total attack bonus is +6, a second attack can be made at +1. If the total bonus is +11, three attacks can be made at +11, +6 and +1.

Weapon damage as per the weapons' table. Add STR bonus to Melee damage, double for 2-handed weapons.

Armour as per table below. AC = 10 + DEX bonus + Armour bonus.

Movement

Character's movement per round is measured in 5' squares, with bonuses for high DEX. Base movement for Humans is 6 + DEX bonus in squares. Wearing medium armour reduces movement by 1 square, and heavy armour reduces movement by 2 squares.

Movement through or across difficult terrain is halved, as is movement through a square occupied by a friend who is not engaged in combat. A character cannot move through a square occupied by friend who is engaged in combat. Climbing and swimming is at half speed.

An encumbered character moves at half speed. A character is encumbered when he is carrying more than STR x10 lbs of equipment (not including the clothes he stands up in. The maximum a character can carry is twice this figure and the maximum he can lift is three times the figure, but he cannot carry it.

Weapons and Armour

The weapons and armour available to the characters at the beginning of this mythic age are based in the history of the period. Thus it is fairly restricted compared to the D20 norm. However, as the pace picks up and the mythic age really gets going the range and technological complexity of the campaign will increase rapidly.

By the time Arthur pulls the sword from the stone, knights will be wielding Bastard Swords and wearing mixed plate and mail. At the highpoint of his rule, when all Logres acknowledge him as King, full gothic plate and two-handed great swords will be available. In the space of just thirty years arms technology will range across a thousand years. After the fall things will quickly revert to the 6th century as the magic passes from Logres.

Weapons & Armour Lists for the time of Uther Pendragon.

Weapon	Damage	Range	Type	
Brawling	d4-1	-	Light	Bludgeoning
Dagger	d4	20'	Light	Piercing
Club	d4	-	Light	Bludgeoning
Axe	d6	20'	Light	Slashing
Scaramsaex	d6	-	Light	Slashing/Piercing
Mace	d6	-	Medium	Bludgeoning
Spear	d6	20'	Medium	Piercing
Battleaxe	d8	-	Medium	Slashing
Sword	d8	-	Medium	Slashing
Angon	d6+1	30'	Light	Piercing
Francisca	d6	20'	Light	Slashing
Sling	d4	80'	Light	Bludgeoning
Shortbow	d6	120'	Light	Piercing

Armour	Bonus	Type
Padded	+1	Light
Leather	+2	Light
Studded Leather	+3	Light
Brigandine or Chainmail Byrnie	+4	Medium
Chainmail Hauberk	+5	Medium
Scale mail or Breastplate	+6	Heavy
Shield, Light	+1	Light
Shield, Heavy	+2	Medium

Other Equipment.

The characters can be assumed to have a reasonable amount of equipment with them, mostly on their horses. As men and women of character and position they can ask their lords for extra equipment. Specialist equipment may require special journeys to the few towns, or to known master craftsmen.

It was common in this age for Lords and other people of importance to give young adventurous souls, such as the characters, gifts such as fine horses, swords and armour, often as a reward for services rendered. Generosity was seen as one way to enhance one's Reputation.

There are no general equipment lists or prices given in these rules. Where a character feels he must buy something, his skill in bargaining will come into play.

Magic

In this mythic age there are three types of magic, though only two are available to the characters.

- The magic of the Sidhe is linked wholly to the power of the land and the old Gods. It is powerful and subtle and utterly alien to the humans it often ensnares. Much of it is glamour - illusions of beauty and great things, and deep enchantments.
- The Arcane magic of the druids is based in their great knowledge of the nature of things. The druids of this time were natural philosophers, astronomers par excellence and favourites of the old Gods.
- The new magic is based upon faith in the New God. It is often miraculous in its nature and imposes its will on the fabric of reality rather than working with the land. The Christian Priests, being the first of their kind in this land, can draw upon the power of their god, fuelling their powers with their blank-eyed piety.

Druids can cast any arcane spell with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the D20 Microlite spell list.

Priests can cast any divine spell with a spell level equal or below 1/2 their class level, rounded up. They have access to all divine spells in the D20 Microlite spell list.

Casting a spell of any kind costs Hit Points. The cost is 1 + the level of the spell being cast. This loss cannot be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

All spells require verbal and somatic components. Material components are replaced with Holy Symbols (Divine) or Talismans (Arcane).

The difficulty level to resist a spell is 10 + caster's MIND bonus + Level of spell.

Both Druids and Priests can select up to one 'signature' spell per spell level that they prefer to use over any others. The GM can opt to make these spells easier to cast due to familiarity, costing 1 less HP to use. Spells always cost at least 1 HP.

Arcane Spell List

Cantrips	1st Level	2nd Level	3rd Level	4th Level
Arcane Mark	Charm Person	Alter Self	Animate Dead	Arcane Eye
Dancing Lights	Feather Fall	Cure Light	Dispel Magic	Bestow Curse
Detect Magic	Hold Portal	Darkness	Fireball	Confusion
Detect Poison	Mage Armour	Fog Cloud	Fly	Cure Moderate
Light	Magic Missile	Knock	Heroism	Ice Storm
Mage Hand	Ray of Enfeeble	Levitate	Hold Person	Polymorph
Message	Shield	Mirror Image	Lightning Bolt	Secure Shelter
Prestidigitation	Silent Image	Scorching ray	Major Image	Stone-skin
Ray of Frost	Sleep	Web	Protection / Energy	Wall of Fire

Divine Spell List

Orisons	1st Level	2nd Level	3rd Level	4th Level
Create Water	Bless	Augury	Continual Flame	Control Water
Cure Minor	Bless Water	Con/Desecrate	Create Food/Water	Cure Critical
Detect Poison	Command	Cure Moderate	Cure Serious	Death Ward
Detect Magic	Cure Light	Enthral	Magic Circle	Divination
Disrupt Undead	Detect Alignment	Remove Paralysis	Prayer	Divine Power
Light	Divine Favour	Restoration Lesser	Remove Disease	Freedom of Move
Purify Food/Drink	Magic Weapon	Silence	Remove Curse	Neutralize Poison
Read Magic	Protection/Dark	Spiritual Weapon	Speak with Dead	Restoration
Resistance	Sanctuary	Zone of Truth	Water Walk	Tongues

Virtues

Warriors and Hunters have access to a number of granted powers or abilities called 'virtues'. There are often difficult prerequisites to the attainment of these virtues, but the eventual benefits can often be ample reward for the work and risks involved.

Divinity

Prerequisite: Must have completed a quest for the Church or the old Gods. Their Piety must be 14 or more. Should it fall below this level for any reason the Virtue fades.

Benefit: The character may reroll one dice per day (the Gods look after their own). Once acquired the character is known as '<name> the Divine'.

Chastity

Prerequisite: The character must refrain from sexual relations (of any kind) for a year and a day.

Benefit: The character gains a +2 Reputation bonus when talking to persons of the opposite sex. This remains in effect for as long as the character is chaste. Once acquired the character is known as '<name> the Chaste'.

Poverty

Prerequisite: Other than the bare minimum to arm and equip themselves, they give away all wealth obtained to the poor.

Benefit: The character gains a +2 Reputation bonus when talking to the common people. They will always afford him hospitality. Conspicuous consumption will cause this virtue to fade. Once acquired the character is known as '<name> the Poor'.

Bravery

Prerequisite: The character must slay one of the Great Beasts of the realm. Only he who lands the killing blow gains this virtue.

Benefit: The character will then gain a +2 bonus on all future saves against fear. Once acquired the character is known as '<name> the Brave'.

Honesty

Prerequisite: The character must not knowingly tell a lie for a year and a day.

Benefit: The character gains a general +2 Reputation bonus. If he is later caught lying he will lose this benefit instantly. Once acquired the character is known as '<name> the True'.

Ferocity

Prerequisite: Never taking a step backwards in a fight. This comes into effect after seven victorious combats in which all they did was advance or hold their ground.

Benefit: Enemies quail before an opponent with a ferocious opponent. Opponents suffer a penalty of -1 to attacks and damage. Once acquired the character is known as '<name> the Terrible'.

Mercy

Prerequisite: Never slain a foe who surrendered. A character must have shown mercy to at least seven foes, in seven battles, before this comes into effect.

Benefit: The character gains a +2 Reputation bonus when asking defeated foes for their surrender, and when asking quarter for themselves if they plead it. A single act of cruelty can cause this virtue to fade. Once acquired the character is known as '<name> the Merciful'.

Titles.

As the characters progress they may receive titles from their grateful chieftains and kings. These are honorific in that they do not necessarily confer any ability, though there are often many social advantages to them.

Knighthood

To be made a Knight is the primary ambition of most Warriors. A Knight can raise and lead a company of men in the service of his Lord (the one who made him a Knight), and may be required to in time of war. He is called 'Sir<name>' by all, including his betters.

In the early years of the campaign it is only the feudal obligation he must bear. Later on, when Arthur is King a whole set of Chivalric obligations will come into force, including questing. This is why many former knights turn away from the King and join the Dark Forces that eventually bring about the Kingdom's ruin.

As a Knight progresses he may be given further titles, and with these usually come benefits such as a Manor and other lands and monopolies that will earn him an income. With these greater benefits come greater feudal obligations and other responsibilities.

If he survives to the tenth level with a good reputation he may be invited to become a Knight of the Circle, Arthur's inner court, and thus a great Knight of the Realm. He will then be called Lord '<name>' by all.

Forester

The first honour that can be bestowed on a Hunter. It allows him to travel within the King's forests armed and equipped and to hunt for his own food without let or hindrance. It also places him under a feudal obligation to serve the King by protecting the forests and serving him in war.

If he serves well and true, in time a Forester can become a Warden, a rank equivalent to an experienced Knight. Whereas Foresters have to answer not only to the King but also the local Lord, a Warden only serves the King. Successful Wardens are, on occasion, knighted, in which case they become known as Lord Wardens. These men lead companies of foresters and wardens in the service of the King in war, providing valuable firepower on the field of battle.

The Druid

A young druid is known initially as a Bard, and a bard he can remain all his days, and many choose to. Most bards work within a specific locale or with a certain tribe or community. In return that community will support all their basic needs, food, shelter etc.

Those whose service to the old Gods and the Land is exemplary can be promoted by a Druid to the position of Ovate. This position allows the druid to now act as a counsellor to chieftains, local lords and knights. Ovates may travel widely within a region, and can expect hospitality at all their lord's houses and from local bards.

Once they are proven capable by their deeds a druid may be invited to take up the full title of Druid. These men need no lord any more and travel where they please. Druids are the counsellors of Chieftains and Kings. They bring justice and peace wheresoever they go. The greatest of their kind is Merllyn, counsellor of Uther and Arthur. There are rumours of a secret inner circle of great druids, but none outside their number has ever really seen it.

The Priesthood

The Church is hierarchical and patriarchal. Characters begin life as humble brothers. Often without a parish they wander trying to spread the word of their new God. Those that are tied to communities will remain there for their whole lives.

With time and devotion may come the reward of being recognised as a Friar. This is an ecclesiastical writ to take the word of God to the heathen, and to make money. A Friar can dispense absolution and can charge for it. Most characters are unlikely to progress beyond Friar as the obligations upon the higher orders preclude adventuring. For a successful Friar is soon recognised and then tied to the court of a local Lord or even a King.

Those of a martial bent who prove their worth on the field of battle, and who come from a good family, may be knighted - though they have none of the normal feudal obligations to the man who knights them and do not call themselves 'Sir'.

Alignment

Alignment is a optional rule in this game. It is useful when involving various religions etc.

There are just three alignments:

Bright

Bright characters generally try to avoid unnecessary harm to others by their actions or by inaction. Most Cymric and Roman people are Bright. Most Warriors will aspire to being Bright. Most Christians and Druids would describe themselves as Bright.

Dark

Dark characters generally do not care if others are harmed as long as they succeed in their goals. Most, but not all, monsters are Dark. Some Pictish Tribes are definitely Dark. Unfortunately there are both Christians and Druids who hold to the Darker aspects of their religions.

Neutral

Neutral characters generally believe in the importance of balance between alignments and views. Animals, most Fey and Saecsens are generally Neutral.

The Church of the new God always sells itself as being Bright. However, in areas where they dominate their practices often become darker over time.

The followers of the old Gods recognise and worship powers that reflect all three alignments.

Level Advancement

There are no Experience Points in this game. Add up the Encounter Levels (EL) of every creature defeated in an encounter the character takes part in. Divide this total by the number of characters, round down and award to each character still alive at end of encounter. When the total = 10 x the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1 to all skills
- +3 Hit Points
- +1 to all attack rolls
- If the level divides by three (i.e., level 3, 6, 9, etc.) then add 1 point to either STR, DEX or MIND.
- Priests and Druids gain access to new spells at levels 3, 5, 7, 9, etc.