

Excalibur:

The Complete Guide

The world of Albion is in despair. Evils arise from the dark corners of the world. Orcs and goblins pour out of their lairs in endless droves. Dragons and great beasts of untold terror stir from their underground caverns. But bastions of civilization, defended by stout champions of great courage, stand against this dark tide. Will you join and help in this age of need, an age in need of heroes?

Excalibur is a fantasy RPG where players take the role of heroes in the world of Albion, fighting against (or for) the darkness. From knights in shining armor to arcanists unleashing magical devastation, players can assume the role of any hero.

Excalibur is based on the **Adventurer RPG** by Joe Pruitt. It should be played by a group of about four (4) people and one GM (Game Master).

RACE (Ability score adjustment; attribute)

Human: No adjustment; Resolve (can re-roll Ability test; cost 1 HP; once per test)

- *Humans are the most widespread race on Albion; dwelling in lands such as the Bandorian kingdom and the Anurian Empire. They are even found in the jungles of the Wildlands in the south, living in harmony with the dinosaurs in Sauranyrr. But for all their differences, humans are united by their determination and resolve.*

Dwarf: +1 STR, -1 DEX; Great Fortitude (+5 HP)

- *Dwarves are the short, stout, bearded folk of the mountains. Most dwarves in Albion live in clans ruled by thanes and are masters of metal craft. The most prominent nations of dwarves are the Brundar and Dulfar.*

Elf: +1 INT, -1 STR; Resist Magic (requires successful INT test)

- *Elves are the eldest race of Albion and dwell in the Eastern Steppes. Elves have pointed ears and are matched in grace and beauty only by the faerie. They were the first to discover magic and boast some of the mightiest sorcerers of the land.*

Half-Elf: No adjustment; Choose between Resolve and Resist Magic

- *Half-elves are the product of a union between an elf and human. Half-elves are usually shunned by the races of their parents and must work hard to earn their place in the world. They are as diverse as humans and some favor one side more than the other.*

Barbarian: +1 STR, -1 DEX; Troll-kin (+2 health regen/round; double fire damage)

- *Barbarians are the hearty warrior folk of the Savage North. Barbarians live in a tribal culture and often war with each other, humans of the Bandorian kingdom, and their sworn enemies, the orcs. In barbarian legend, the hero Wolfheart slew the great troll king, Grend, and drank his blood to gain the troll's strength.*

Faerie: +1 INT, -1 STR; Spell song (Can cast Faerie Fire, Dart and Light)

- *Faeries are an offshoot of the elven race that migrated from the Eastern Steppes to dwell in the Misty Isle. They are a fey race with violet skin and silver hair, and are so in tune with the flow of magic that they can conjure minor spells with a song.*

Satyr: +1 DEX, -1 INT; Headbutt (requires successful STR test; Stuns enemy)

- *Satyrs are the native people of the Misty Isle who allied with the faerie for both races' mutual benefit. Satyrs are earthier than their faerie allies. Satyrs are a joyful race that resembles horned elves with goat legs and cloven hooves.*

Minotaur: +2 STR, -1 DEX, -1 INT; Mighty Cleave (requires successful STR test; attack 2 adjacent foes/round)

- *Minotaurs are the mighty hunters of the Great Desert who survive by following the herds of giant lizard-like Quar. Minotaurs are a giant race of humanoids with the heads of bulls and bodies covered in coarse fur, and hooved feet.*

Orc: +1 STR, -1 INT; Blood Frenzy (+1 Weapon Rating)

- *Orcs are the warlike race of green-skinned, tusked humanoids that are sometimes referred to as the Scourge of Albion. They are feared by the other races of Albion for their love of war and carnage.*

Goblin: +1 DEX, -1 INT; Resist Poison (requires successful STR test)

- *Goblins are an offshoot of the orcish race that dwells in the depths of the mountains. They share the same love of war as their larger cousins but pose less of a threat because of their fear of sunlight. Goblins are the sworn enemy of dwarves.*

Daemon: +1 STR, +1 INT, -2 DEX; Resist Fire (requires successful STR test)

- *Daemons are the fiery lords of the Underworld. They are the progeny of hellish fiends and wretched mortals that have claimed dominance in the dark places of the world. Daemons are the red-skinned, horned, sharp-toothed masters of Hellfire Cavern.*

Vampyre: +1 DEX, -1 STR; Drain Energy (requires successful DEX check; 1d6 HP drain)

- *Vampyres are the dark, manipulative neighbors of the daemons in the Underworld. They clash with the daemons often but share their hatred of the surface world. Vampyres are pale-skinned, dark-haired and slim in build. They love the taste of mortals' life energy.*

CLASS (Ability score adjustment; attribute)

Fighter: +1 STR; Combat Skill (+1 Weapon Rating)

Warrior: +1 STR; Toughness (+1 Armor Rating)

Berserker: +1 STR; Rage (once per day; temporarily gain +10 HP, +2 WR)

Monk: +1 STR; Martial Arts (+2 Weapon Rating while unarmed; 1 extra attack/round)

Wizard: +1 INT; Scribe Scroll (Transfer spells from scrolls to spellbook and vice versa)

Adept: +1 INT; Reflect (Requires successful INT test; Reflects offensive spell back at caster; once per day)

Rogue: +1 DEX; Sneak Attack (Double damage to unaware foe)

Paladin: +1 STR; Holy Smite (+2d6 damage to attack; double damage against undead; once per day)

Priest: +1 FTH; Divine Favor (+1d6 for all healing spells)

Ranger: +1 DEX; Animal Companion (Wolf, bear, cat, boar or hawk)

Druid: +1 FTH; Wild Shape (Transform into cat, bear or hawk)

Shaman: +1 FTH; Spirit of the Wild (Summon a spirit wolf; Duration (# rounds) = FTH)

Harbinger: +1 STR; Aura of Despair (All foes in the area of the Harbinger suffer a +1 penalty to Ability tests and a -1 penalty to damage rolls)

Warlock: +1 INT; Eldritch Blast (Requires successful INT test; Damage is margin of success +2)

***The availability of these races and classes is completely up to the GM.**

OTHER

Ability Scores:

- Strength (STR, measures power and stamina)
- Dexterity (DEX, measures reflexes and coordination)
- Intelligence (INT, measures mental and social ability)
- Faith (FTH, measures belief in higher powers)
- All ability scores start at 7.
- Apply race/class modifiers.
- You may increase one Ability by 1 by lowering another Ability by 1 (as many times as you wish).
- Maximum score for Ability is 12.

Health: Start with max Health Points (HP): 12 + STR

Wealth: Money, measured in Gold Pieces (GP). GM determines starting amount.

Equipment: Purchase with starting Wealth. You can carry a number of items equal to your Strength. GM will determine cost and availability of equipment.

ABILITY TESTS

Roll 2d6; compare result to score of Ability being tested. If the Ability score is higher, you succeed. If Ability score is equal to or less than the number you rolled, you fail. GM will determine when a test is needed and which Ability should be tested.

Margin of success means Ability Score – the number rolled (on a successful Ability test).

COMBAT

Round: About 5 seconds. Each character can take one action per round.

Order: Highest DEX to lowest DEX. If there is a tie, the characters act on the same action.

Melee: STR test to hit. Base damage is margin of success.

Ranged: DEX test to hit. Base damage is margin of success.

Dodge: DEX test; Melee only, once per round.

Damage: Base damage + WR – AR = HP lost.

Flight: Characters in flight can attack freely. Flying characters can only be attacked with ranged weapons or if the attacker acts on the same action as the flying character.

WEAPON RATING

Base rating of 0

-1 for small weapons

+1 for slashing/piercing weapons

+1 for two-handed weapons

+1 for metal weapons

+1 for Fine weapons

+2 for Masterwork weapons

***Characters can dual wield, but if the weapon in the off-hand is not light (such as a sword); its WR is decreased by 1. GM's discretion as to light weapons.**

ARMOR RATING

None: 0

Leather: 1

Scalemail: 2

Chainmail: 2

Plate: 3

Light Shield: 1

Heavy Shield: 2

Fine: +1

Masterwork: +2

***Armor weight is determined by its AR (Fine and Masterwork bonuses do not count against character's weight limit)**

INJURY and DEATH

Unconsciousness: Whenever you lose HP (for whatever reason), test your current HP as you would test an Ability. If you fail, you fall unconscious until you regain at least 1 HP.

Poison/Disease: When you are poisoned or diseased, lose 1 HP immediately. At the end of each day that you remain poisoned/diseased, lose # of HP = # of days you have been poisoned/diseased. Curing requires successful INT test and antidote. At GM's discretion, some poisons and diseases may also temporarily reduce Ability scores (until cured).

Falling: Lose 1 HP first 10 ft, 2 more next 10 ft, 3 more next 10 ft, etc. A DEX test can reduce damage by margin of success.

Drowning: After # of rounds = STR underwater, you lose 1 HP per round.

Fire: Lose 1 HP each round you are on fire.

Coup de grace: Attacking a disabled or defenseless opponent (such as an unconscious or stunned) will deal an automatic STR + WR damage.

Death: When your Health Points fall to 0 or lower, you are dead.

HEALING

At the end of each day, restore 1 HP if you engaged in normal activity or 2 HP if you did nothing but rest. Once per day, or someone else may tend to your wounds with an INT test. A successful INT test doubles the # of HP restored through natural healing.

MAGIC

Scrolls: Scrolls are one-shot spells you can purchase or find. Casting a spell from a scroll requires a successful INT test, but does not cost any HP. Cost and effects of spells on scrolls are pre-assigned. Scrolls disappear after use.

Spellbook (Arcane spells): Wizards can record a spell from a scroll into a spellbook. Doing so allows them to cast that spell repeatedly. A wizard may adjust the cost and effects of a spell as per the chart below. Casting a spell from a spellbook requires a successful INT test and costs a # of HP = spell cost (even if the INT test fails).

Grimoire (Chaos spells): Similar to the wizard's spellbook, but instead it contains the dark secrets and rituals of a warlock. A warlock cannot transfer a spell from a scroll into his grimoire or vice versa. Instead, the warlock gains new spells by reading other grimoires and learning the knowledge of other warlocks. Casting a spell from a grimoire requires a successful INT test and costs a # of HP = spell cost (even if the INT test fails).

Other: Adepts, Druids, Shamans, Priests, Rangers, Paladins, and Harbingers have no need for grimoires or spellbooks to cast their spells. But they are limited by the number of spells they can learn.

- Adepts (use Arcane spells) can learn # of spells = INT.
- Priests (use Holy spells), Druids (use Nature spells), and Shamans (use Nature spells) can learn # of spells = FTH.
- Rangers (use Nature spells) and Paladins (use Holy spells) can learn # of spells = $\frac{1}{2}$ FTH (rounded up).
- Harbingers (use Chaos spells) can learn # of spells = $\frac{1}{2}$ INT (rounded up).

Casting a spell in this way requires a successful INT test and costs a # of HP = spell cost (even if the INT test fails).

ARCANE SPELLS

Alter Strength: Raise or lower Strength score (# raised/lowered = magnitude)

Alter Dexterity: Raise or lower Dexterity score (# raised/lowered = magnitude)

Alter Intelligence: Raise or lower Intelligence score (# raised/lowered = magnitude)

Bolt: Launch a missile of magical energy that inflicts damage (Ignores armor);
damage = (#d6 = magnitude)

Charge: Stores HP in a magic crystal for later use casting spells

Charm: Control actions of a creature

Conjure Air: Control the element of air

Conjure Earth: Control the element of earth

Conjure Fire: Control the element of fire

Conjure Water: Control the element of water

Dart: Launch several tiny missiles of magical energy that inflict damage (Ignores armor);
damage = magnitude; # of darts = 2x magnitude

Delay: Delays spell effect (conditions determined by caster), adds 1 to spell cost

Dispel: Cancels a spell already in effect

Divination: See beyond the immediate area

Elemental Storm: A tempest of a chosen element (Air, Earth, Fire, Water); Duration
(rounds) = magnitude; Damage (# of d6) = magnitude

Enchant: Stores a spell in an item (as with spellbook, only one spell per item)

Glyph of Energy: Caster chooses a spell to reduce its cost next time he casts it;
Reduction = magnitude

Glyph of Power: Caster chooses a spell to increase its magnitude next time he casts it;
Increase = magnitude

Illusion: Creates a false image

Invisibility: Turns target invisible

Light: Causes an object to give off light

Reveal: Detects/identifies subject (magic, trap, etc.)

Shield: Increases AR of target by 1 per magnitude

Silence: Disables the casting of spells in a certain area; Silence doesn't affect the
Faerie's Spell song attribute

Summon Elemental: Summons an elemental of the chosen element (Air, Earth, Fire,
Water); each element is a different spell; Elemental lasts until it is destroyed;
Spell cost = 5

Telekinesis: Moves or pushes an object or creature (including levitation)

Transmute: Changes the shape of the target

Ward: Creates an impenetrable wall of force around an area or object (can be renewed
at any time)

HOLY SPELLS

Banish: Deal holy damage to target; automatically destroys lesser fiends (Greater fiends
are unaffected); Damage = (#d6 = magnitude)

Barrier: Similar to Ward, but caster erects a wall with a certain element (Air, Earth,
Fire, Water); Damage done by Barrier = (#d6 = magnitude)

Blessing: Subject gains an attack bonus; # of bonus received = magnitude

Commune: Deity answers yes-or-no questions; # of questions asked = magnitude

Consecrate: Designate an area as holy, barring undead and fiends from entering;
Daemons and vampyre are affected somewhat and suffer a penalty to their
Ability tests

Cure: Neutralizes poison or disease

Divine Spirit: Subject gains immunity to fear effects

Heal: Restores HP; HP restored = (#d6 = magnitude)

Holy Fire: Deal fire damage to target and set target on fire; Double damage to undead
and fiends; Damage = (#d6 = magnitude)

Holy Weapon: Blesses a weapon to deal bonus damage; # of bonus damage received =
magnitude; Bonus doubled against undead and fiends

Martyr: Similar to Shield, except that when the subject of this spell suffers from
damage, the caster absorbs half of the damage in the subject's place

Prayer: Party gains an HP regeneration for 3 rounds; # of HP regenerated = magnitude

Resurrection: Caster revives a fallen character by calling on his deity; the magnitude of
this spell is always 3.

Retribution: Caster calls upon their deity's name to blast an area with divine power that
damages and stuns all foes in the area; Deals double damage against undead
and fiends; Damage = (#d6 = magnitude); Stun duration = magnitude

Searing Light: Caster launches a ray of divine light that damages a foe; Deals double
damage against undead and fiends; Damage = (#d6 = magnitude)

Shield of Light: Shining aura grants defense bonus; Defense bonus is doubled against
undead and fiends; # of defense bonus received = magnitude

Symbol of Faith: A shining symbol of the caster's deity rises over him, boosting his FTH;
This Ability boost lasts for 2 rounds; # of bonus to FTH = magnitude

Vigilance: Subject can detect undead and fiends and see through illusions

Virtue: Subject gains # temporary HP; # temporary HP = magnitude

NATURE SPELLS

Animal Friendship: Caster can befriend animals, who will accompany her on her travels

Antidote: Neutralizes poison or disease

Barkskin: Subject gains resistance to slashing and piercing weapons; Damage from
these sources is halved; Subject takes double damage from fire

Call Lightning: During a storm, the caster can direct bolts of lightning; Bolt of lightning deals 1d6 electric damage; the caster can call lightning and attack during her turn until the storm subsides

Chain Lightning: The caster launches a bolt of lightning that leaps from opponent to opponent; Bolt of lightning deals 1d6 electric damage; # of jumps = (#d6 = magnitude)

Elemental Burst: Air: Target and # adjacent foes are struck by fierce winds and lightning; Damage = 2d6; # adjacent foes struck = magnitude

Elemental Burst: Earth: Target and # adjacent foes are struck by churning mud and rocks; Damage = 2d6; # adjacent foes struck = magnitude

Elemental Burst: Fire: Target and # adjacent foes are struck by hungry flames and smoke; Damage = 2d6; # adjacent foes struck = magnitude

Elemental Burst: Water: Target and # adjacent foes are struck by cold sleet and frost; Damage = 2d6; # adjacent foes struck = magnitude

Elemental Resistance: Subject gains resistance to chosen element (Air, Earth, Fire, Water); Damage from that source is halved

Elemental Weapon: Subject's attacks are imbued by chosen element (Air, Earth, Fire, Water); Imbued elemental damage = (#d6 = magnitude)

Entangling Roots: Vines and roots shoot up from the ground and wrap target; Target is immobilized for # of rounds = magnitude; Damage = magnitude

Faerie Fire: Target is illuminated by magical flames, rendering him visible and reducing armor; Armor reduction = magnitude

Feral Might: Subject's STR is increased temporarily; Increase = magnitude

Feral Grace: Subject's DEX is increased temporarily; Increase = magnitude

Feral Cunning: Subject's INT is increased temporarily; Increase = magnitude

Rejuvenation: Subject's health is regenerated over time; HP regenerated = magnitude; Duration (rounds) = 2x magnitude

Speak with Animals: Subject can communicate with fauna

Speak with Plants: Subject can communicate with flora

Thorns Aura: Whenever subject is attacked, damage is reflected back to the attacker; # of damage reflected = magnitude

Whirlwind: Caster creates a maelstrom of dust that damages and immobilized target; Damage = (#d6 = magnitude); Duration (rounds) = 1d6

Wild Growth: Subject of spell grows in size; affects flora and fauna; fauna affected by this spell gain # bonus to STR and # penalty to DEX; # bonus/penalty = magnitude

CHAOS SPELLS

Agony: Target is wracked by extreme pain; Target must succeed a STR test or be stunned; Damage = (#d6 = magnitude)

Animate Bone Guardian: Raise one powerful undead servant from a corpse to aid the caster; the guardian follows all orders given by its master without question; Lasts until destroyed or dismissed by its master; Spell cost = 4

Animate Bone Minions: Raise two relatively weak undead servants from a corpse to aid the caster; these minions follow all orders given by their master without question; Last until destroyed or dismissed by their master; Spell cost = 4

Antimagic Shell: Weave an aura of chaotic energies that nullify magic attacks against the subject; Strength of the shell = magnitude

Corrupting Touch: The caster's next melee attack, instead of dealing damage, poisons the target; Poison can only be cured by magical means

Curse Body: Target's STR is decreased temporarily; Decrease = magnitude

Curse Agility: Target's DEX is decreased temporarily; Decrease = magnitude

Curse Mind: Target's INT is decreased temporarily; Decrease = magnitude

Darkness: Drop a globe of impenetrable darkness over an area; all creatures in the area of this spell are effectively blinded

Doom: Target suffers from a feeling of horrible dread; Target suffers a +2 penalty to all Ability tests

Fear: Target is struck by terror; Target must succeed on an INT (or FTH, whichever is higher) test or be stunned

Fiendish Flesh: Subject gains 2d6 temporary HP for # of rounds but when the spell ends, subject loses the same amount of HP; # of rounds = magnitude

Fiendish Strength: Subject gains +2 temporary STR for # of rounds but when the spell ends, subject loses 5 HP; # of rounds = magnitude

Immolate: Target is struck with fire damage and set on fire; Damage = (#d6 = magnitude)

Life Siphon: For 3 rounds, target has # HP degeneration and caster has # HP regeneration; # HP regeneration/degeneration = magnitude

Meteor Storm: Calls down a rain of meteors that pummel an area; Duration (rounds) = magnitude; Damage = (#d6 = 2x magnitude); Spell cost = 10

Phantom Steed: Summon a horse-like creature to ride on as a mount

Sacrificial Pact: Sacrifice an undead servant to gain its remaining HP

Soul Trap: Bind the soul of newly-killed creature to a soul gem

Summon Hellhound: Summons a fiery hellhound of the Eternal Void to fight on the caster's behalf; Lasts until destroyed; Spell cost = 5

Summon Horned Fiend: Summons a hulking horned fiend of the Endless Void to fight on the caster's behalf; Lasts until destroyed; Spell cost = 5

Summon Succubus: Summons a tempting succubus of the Eternal Void to fight on the caster's behalf; Lasts until destroyed; Spell cost = 5

Summon Voidcaster: Summons a cunning voidcaster of the Eternal Void to fight on the caster's behalf; Lasts until destroyed; Spell cost = 5

Tainted Flesh: Target takes damage and is diseased; the disease passes on to any creature in contact with the infected creature; Damage = magnitude

Unholy Aura: Evil aura grants defense bonus; double defense against celestials; # of defense bonus received = magnitude

Unholy Weapon: Taints a weapon to deal bonus damage; # of bonus damage received = magnitude; Bonus doubled against celestials

Vampiric Touch: The caster's next melee attack drains the target's HP to restore his own; # of HP drained = (#d6 = magnitude)

SUMMONED CREATURES

Air Elemental

STR 8
DEX 8
INT 3
FTH 1

Health: 20
Damage Rating: 3
Armor Rating: 3

Special Abilities: Whirlwind (Like the spell with magnitude of 2; requires successful DEX test)

Elemental Burst: Air (Like the spell with magnitude of 2; upon death)

Earth Elemental

STR 11
DEX 5
INT 3
FTH 1

Health: 22
Damage Rating: 2
Armor Rating: 4

Special Abilities:

Stalwart (Prevents all damage to self; once per round; requires successful STR test)

Elemental Burst: Air (Like the spell with magnitude of 2; upon death)

Fire Elemental

STR 10

DEX 6

INT 3

FTH 1

Health: 20

Damage Rating: 4

Armor Rating: 2

Special Abilities:

Flame Aura (Enemies attacking the elemental are struck for 1d6 fire damage)

Elemental Burst: Fire (Like the spell with magnitude of 2; upon death)

Water Elemental

STR 9

DEX 7

INT 3

FTH 1

Health: 20

Damage Rating: 4

Armor Rating: 2

Special Abilities:

Frost Aura (Enemies attacking the elemental are struck for 1d6 frost damage)

Elemental Burst: Frost (Like the spell with magnitude of 2; upon death)

Spirit Wolf

STR 8

DEX 10

INT 4

FTH 1

Health: 20

Damage Rating: 2

Armor Rating: 2

Special Abilities:

Trip (Requires successful DEX test; Target can make DEX test save to stay standing)

Etherealness (Can wink out of existence to avoid damage; requires successful STR test)

Hellhound

STR 7
DEX 9
INT 3
FTH 1

Health: 19
Damage Rating: 1
Armor Rating: 1

Special Abilities:

Burning Bite (+1d6 fire damage to all attacks)

Trip (Requires successful DEX test; Target can make DEX test save to stay standing)

Horned Fiend

STR 10
DEX 6
INT 5
FTH 1

Health: 20
Damage Rating: 3
Armor Rating: 3

Special Abilities:

Taunt (Make target attack the horned fiend; requires successful INT test; target can make INT test save to resist the taunts)

Succubus

STR 5
DEX 8
INT 8
FTH 1

Health: 18
Damage Rating: 2
Armor Rating: 2

Special Abilities:

Winged Flight (See rules for Flight)

Lash of Pain (Strike the target with a fiery whip; Similar to Agony spell with magnitude of 2; requires successful DEX test)

Silence (Like the spell; require successful INT test)

Voidcaster

STR 5
DEX 6
INT 10
FTH 1

Health: 17
Damage Rating: 1
Armor Rating: 1

Special Abilities:

Unholy Energies (Voidcaster can draw upon a pool of 12 hp to cast spells)

Fear (Like the spell; requires successful INT test)

Spells: Bolt, Dart, Dispel, Divination, Illusion, Shield

Bone Guardian

STR 9
DEX 5
INT 2
FTH 1

Health: 19
Damage Rating: 2
Armor Rating: 2

Bone Minion

STR 7
DEX 4
INT 2
FTH 1

Health: 15
Damage Rating: 1
Armor Rating: 1

DRUID WILD SHAPES

Bear Form

STR 11
DEX 8
INT 3
FTH 1

Health: 21
Damage Rating: 3
Armor Rating: 4

Special Abilities:

Maul (Stun target with a powerful strike; requires successful STR test; Target can make STR test save to resist stun)

Cat Form

STR 8
DEX 11
INT 3
FTH 1

Health: 19
Damage Rating: 2
Armor Rating: 2

Special Abilities:

Sneak Attack (Double damage to unaware foe)

Hawk Form

STR 9
DEX 9
INT 3
FTH 1

Health: 17
Damage Rating: 2
Armor Rating: 1

Special Abilities:

Winged Flight (See rules for Flight)

RANGER ANIMAL COMPANIONS

Bear

STR 10
DEX 7
INT 4
FTH 1

Health: 20
Damage Rating: 2
Armor Rating: 3

Special Abilities:

Maul (Stun target with a powerful strike; requires successful STR test; Target can make STR test save to resist stun)

Boar

STR 11
DEX 6
INT 4
FTH 1

Health: 19
Damage Rating: 3
Armor Rating: 2

Special Abilities:

Gore (Stab the target with tusks; requires successful STR test; Target begins to bleed and lose 1 hp each round)

Cat

STR 7
DEX 10
INT 4
FTH 1

Health: 18
Damage Rating: 1
Armor Rating: 1

Special Abilities:

Sneak Attack (Double damage to unaware foe)

Hawk

STR 8
DEX 8
INT 4
FTH 1

Health: 16
Damage Rating: 1
Armor Rating: 0

Special Abilities:

Flight (See rules for Flight)

Wolf

STR 7
DEX 9
INT 4
FTH 1

Health: 19
Damage Rating: 1
Armor Rating: 1

Special Abilities:

Trip (Requires successful DEX test; Target can make DEX test save to stay standing)

DESIGNER'S NOTE

Game Masters; feel free to exercise your creative freedom within the world of **Excalibur**. If not for Mr. Pruitt's permission to allow me to use his creation (**Adventurer RPG**), **Excalibur** may have never been created. So, from one RPG player to another, I wish you good luck on your adventures into Albion.

May your minds bring you into the uncharted areas of your imagination!

-B.G. Selidio Tan

P.S. If you have any questions or suggestions, drop me a line at btan92@yahoo.com