

MARVEL

MULTIVERSE ROLE-PLAYING GAME



COLEMAN
RUIRI

EXCALIBUR WEB EXCLUSIVE

WEB EXCLUSIVE

EXCALIBUR

BY B. DAVE WALTERS

ASSEMBLED IN THE UNITED KINGDOM, EXCALIBUR WAS not just a team of heroes, but a symbol of hope. The original roster included notable figures like Captain Britain, Shadowcat, Nightcrawler and Phoenix, whose diverse backgrounds and powers played a pivotal role in defining the team's identity and mission.

As with the other X-Men teams, Excalibur's journey is set against a world often unkind to those who are different. Excalibur's adventures were not confined to their own realm; they transcended boundaries, venturing across different dimensions and through various timelines. This journey wasn't just about confronting external threats, but also about fostering solidarity amid diversity and standing as guardians for anyone in need.

TEAM HISTORY

After the devastating news of the X-Men's apparent deaths in Dallas, the formation of the original Excalibur team was shaped by profound loss and a fierce determination to uphold the legacy of fallen friends.

Central to this were former X-Men Shadowcat and Nightcrawler, who, at the time, were recuperating in the care of Moira MacTaggart on Muir Island after the Marauders' attack on the Morlocks in New York City's sewers. Captain Britain was in a depressed state, grieving for his sister, the X-Man Psylocke. This greatly troubled his girlfriend Meggan, also a mutant, who reached out to Shadowcat and Nightcrawler to help him.

Meanwhile, former X-Man Phoenix (Rachel Summers), a dear friend to both Shadowcat and Nightcrawler, escaped the extradimensional realm Mojoworld and found herself

in London. Pursued by Mojo's Warwolves, she drew the attention of the Technet, a group of interdimensional bounty hunters led by Gatecrasher. The Technet were under orders of Omniversal Majestrix Saturnyne.

A confrontation ensued, Nightcrawler narrowly evaded Technet while Shadowcat, Meggan and Phoenix were captured. This was a pivotal moment, prompting Nightcrawler and Captain Britain to forge an unlikely alliance to rescue them. After a chaotic battle, Technet retreated, and the Warwolves disappeared into London's sewers.

In the aftermath, the five super heroes united as a team. It was Phoenix who proposed the name "Excalibur," drawing inspiration from the legendary sword of King Arthur and Arthur's belief that might should follow right. Captain Britain, stepping up to the mantle of leadership, offered his Lighthouse as their headquarters, a beacon of hope and resilience amid the chaos.

Original Excalibur

- Captain Britain (Brian Braddock)
- Lockheed
- Meggan (Meggan Puceanu)
- Nightcrawler (Kurt Wagner)
- Phoenix (Rachel Summers)
- Shadowcat (Kitty Pryde)

Excalibur found themselves confronting a spectrum of adversaries, from the mundane to the bizarre and supernatural. The team's diverse abilities—Captain Britain's

superhuman powers granted by the legendary wizard, Merlin; Shadowcat's phasing; Nightcrawler's teleportation; Meggan's shape-shifting; and Phoenix's vast telepathic and telekinetic powers—were crucial in navigating these challenges.

One of the most enchanting yet peculiar aspects of Excalibur was the presence of Lockheed, the small, extraterrestrial dragon and Shadowcat's close companion. With his hidden origins and fiery abilities, Lockheed added whimsy and mystery to the team.

With occasional support from police Commander Dai Thomas, Excalibur's early missions were centered in and around London. They captured the remaining Warwolves, Shadowcat even masquerading as Phoenix to lure them into a trap, ultimately confining them to the London Zoo.

The team grappled with personal challenges, as exemplified in the fallout from their encounter with Arcade, a sadistic foe who kidnapped Captain Britain's former love, Courtney Ross. This led to a mind-bending situation where members of Excalibur swapped bodies with the Crazy Gang. Excalibur emerged victorious, but tragically and unbeknownst to the team, Ross was murdered and replaced by her alternate-reality doppelganger, Sat-Yr-9.

Excalibur later faced a demonic invasion by Madelyne Pryor in New York City. Meggan, susceptible to the malevolent atmosphere, succumbed to the demon

N'astirh's influence, becoming the Goblin Princess. Shadowcat, using Magik's Soulsword, managed to exorcise Meggan, but the team was left with deep and lasting emotional scars.

With the help of Widget, a hyperactive metal being capable of traveling across dimensions, the events known as "the Cross-Time Caper" brought Excalibur into alternate realities. This journey began when Moira MacTaggart and Callisto were replaced by their counterparts from the Nazi-ruled Earth-597. On that world, Lockheed was injured, leading to a confrontation with the Lightning Force, that world's version of Excalibur. From there, Excalibur traveled across various dimensions, facing challenges that ranged from helping a fairy-tale prince to battling a vicious dictator in a futuristic world.

In one dimension, they confronted a twisted version of Captain Britain's brother, Jamie, and in another, they faced the tyrannical rule of Anjulie.

Excalibur faced Majestrix Saturnyne, who accused them of disturbing the space-time continuum. Through clever tactics and a bit of deception, they managed to return home, only to face the cosmic threat of Galactus. Phoenix's sacrifice and subsequent sparing by Galactus highlighted the immense stakes of their battles.



Art by Alan Davis, Paul Neary & Matt Hollingsworth

The second era of Excalibur was marked by the arrival of new members: Feron, a mystic trained to be a host for the Phoenix; Kylun, a mutant warrior who grew up in an alternate dimension; Cerise, an alien warrior from the Grand Jahr; and Micromax, a government agent with size-shifting abilities.

Expanded Team

- Nightcrawler (Kurt Wagner)
- Shadowcat (Kitty Pryde)
- Lockheed
- Feron
- Kylun (Colin McKay)
- Cerise
- Micromax (Scott Wright)
- Captain Britain (Brian Braddock)
- Meggan (Meggan Puceanu)
- Phoenix (Rachel Summers)

This era began when Gatecrasher sought revenge against Excalibur for thwarting her mission to capture Phoenix. Gatecrasher's plan involved a self-destructive entity named Hard-Boiled Henry, aimed at destroying Excalibur's Lighthouse. The ensuing chaos saw Technet attempt to capture Excalibur, only for the battle to be interrupted by Saturnyne's agents, leading to Technet's exile on Earth and the eventual rebuilding of the Lighthouse ruins.

This period was also plagued by internal conflict, particularly for Captain Britain, whose frustrations with Technet's antics and jealousy over Nightcrawler's closeness to Meggan led to a violent outburst, injuring Nightcrawler. Meggan, blaming herself for the fight and confused about her own identity, left along with Phoenix soon afterward.

Meanwhile, Captain Britain faced trial by the Corps for his misconduct, ultimately shielded by Roma, the Omniversal Guardian. Shadowcat, collaborating with Professor Stuart and the Weird Happenings Organization (W.H.O.), investigated mysterious cases, while Nightcrawler, with Technet's help, assisted Commander Dai Thomas against an invisible thief gathering mystical artifacts.

The thief was revealed to be Necrom, a powerful sorcerer who had devastated the world of Ee'rath. Kylun, a mutant transported to Ee'rath as a child and its greatest champion, followed Necrom to Earth. At the same time, Cerise, an alien warrior, arrived at the Lighthouse by chance. Technet departed upon learning of Earth's impending doom. The return of Captain Britain, Phoenix and Meggan coincided with Kylun's urgent plea to confront Necrom.

Shadowcat called Excalibur to action upon W.H.O.'s discovery of a mysterious underground chamber, inadvertently releasing the Anti-Phoenix. Things escalated with Feron, who had awaited the Anti-Phoenix's rise, joining the fray. Necrom, wielding vampiric powers, absorbed the Anti-Phoenix, gaining tremendous strength.

As Excalibur grappled with these threats, they discovered a regrown Widget at their Lighthouse. Necrom's plan led to the compression of multiple realities, with the Lighthouse as the nexus, in his quest for the Phoenix Force. He aimed

to harness this power to control the power matrix from Otherworld and ascend to godhood.

Excalibur confronted Necrom, but it was Necrom's own attempt to siphon the Phoenix Force that led to his destruction, overwhelmed by the limitless power. This battle revealed Merlyn, previously believed dead, as the orchestrator behind many of Excalibur's trials. Merlyn's plans were thwarted by his daughter Roma, who implored Meggan to destroy the Lighthouse across the Multiverse. This act severed the stability of the matrix, causing it to fade.

Excalibur, now established at Braddock Manor, emerged free from manipulations and external controls.

During this period, Widget was discovered to be a manifestation of an alternate reality Kitty Pryde. This discovery unfolded amid a perilous scenario orchestrated by Ahab, a ruthless figure from the future who had previously enslaved Phoenix. Ahab used a combination of Sentinels and Widget's own abilities to trap both Widget and Phoenix.

In a desperate bid to rescue their teammates, Excalibur was thrust into the future. This trip into a dystopian reality presented their greatest challenge to date, as the Master Mold sought to extend Sentinel tyranny across multiple realities, powered by Phoenix's ability to traverse dimensions.

Excalibur's strategy to overcome this crisis involved commandeering a Sentinel unit to infiltrate Ahab's stronghold. Phoenix and Widget managed to reprogram the Sentinels, redirecting their mission to protect all life instead of pursuing their original programming of mutant extermination. This pivotal moment led to Ahab being defeated by his own Sentinel masters, though he narrowly escaped capture.

The aftermath of these events was marked by a mix of triumph and tragedy. While Phoenix successfully returned to the present with Excalibur, Captain Britain was lost in the temporal chaos, leaving Meggan in a catatonic state due to his disappearance. The situation was further complicated by Feron, who disappeared after tapping into Meggan's elemental powers in an attempt to aid her.

During their period of mourning, they encountered the Starjammers, who confronted the team with accusations against Cerise, branding her a dangerous criminal. This confrontation led to Cerise's arrest and subsequent transportation to the prison-planet Krag in the Shi'ar Galaxy.

Upon learning of Cerise's past as an unwilling agent of conquest for a rogue mission of the Shi'ar Empire, the team faced a difficult truth. Ultimately, Cerise decided to remain with Empress Lilandra, accepting responsibility for her actions and seeking to atone for her past misdeeds. This decision deeply affected Nightcrawler, who had developed a close bond with Cerise.

In the wake of this, the team underwent further changes as Kylun and Micromax departed to attend to personal matters.

Muir Island Team

This era of the group was distinguished by its unique composition and the introduction of new members, including Douglock, Daytripper, Wolfsbane and Colossus, each bringing their own distinct backgrounds and abilities to the team.

Muir Island Team

- Britanic (Brian Braddock)
- Colossus (Piotr Rasputin)
- Daytripper (Amanda Sefton)
- Douglock (Doug Ramsey/Warlock)
- Lockheed
- Nightcrawler (Kurt Wagner)
- Pete Wisdom
- Phoenix (Rachel Summers)
- Shadowcat (Kitty Pryde)
- Wolfsbane (Rahne Sinclair)

The Muir Island chapter of Excalibur began with Shadowcat, Nightcrawler and Phoenix arriving on Muir Island. Their mission was to assist Dr. Moira MacTaggart and explore a cure for the Legacy Virus, a deadly disease plaguing the mutant community.

Meanwhile, Phoenix, dealing with the spectral presence of Captain Britain, ultimately sacrificed herself to allow his return, though he came back as the unstable, highly altered persona Britanic.

The team's adventures continued with Amanda Sefton, A.K.A. Daytripper, Nightcrawler's foster sister and lover, seeking their aid against D'Spayre, a villain causing turmoil in Germany. This crisis led them to cross paths with Douglock, who Shadowcat believed to be her late friends Doug Ramsey and Warlock. (It was actually Warlock resurrected by the Phalanx and having taken on the features of his friend.) Douglock became a key ally. His connection with the robot Zero, who possessed critical data on the Legacy Virus, led to a confrontation with Stryfe's forces and Zero's self-sacrifice, entrusting his knowledge to Douglock.

In a significant showdown, Professor Xavier assembled Excalibur, X-Factor and X-Force at the Acolytes' former monastery to combat the Phalanx's threat. Douglock played a pivotal role, despite initial mistrust due to his Phalanx origins. Alongside Wolfsbane, a mutant with lycanthropic abilities, and the genius engineer Forge, they infiltrated the Phalanx's Babel Spire, culminating in the destruction of the alien invaders.

Following a hiatus from X-Factor, Wolfsbane reunited with her adoptive mother, Moira, on Muir Island and joined Excalibur. During a team night out, they were unexpectedly confronted by Colossus. Driven by jealousy over the developing romantic ties between the former Black Air operative Pete Wisdom and Shadowcat, Colossus launched a violent assault on Wisdom. In the aftermath, recognizing Colossus' struggle with recent emotional upheavals, Nightcrawler extended an offer to his old friend to join Excalibur, seeing it as a pathway for his recovery and redemption.

Excalibur faced the Hellfire Club, alien Sidri, demonic conspiracies and political infighting. It all ultimately culminated in the wedding of Meggan and a depowered Brian Braddock, which took place in Otherworld. Shadowcat and Nightcrawler would return to the X-Men and the rest of the team went their separate ways.

New Excalibur

The reality-altering events of House of M left the mutant world navigating uncharted waters, leading to the formation of the New Excalibur team.

Among the new faces was Juggernaut, whose journey from a formidable villain to a reformed X-Man represented a path of redemption and change. Joining him were former X-Women Sage and Dazzler.

Another notable addition was Nocturne, formerly of the Exiles, whose experiences across different realities provided New Excalibur with a broader perspective on the challenges they faced.

New Excalibur

- Captain Britain (Brian Braddock)
- Juggernaut (Cain Marko)
- Sage (Tessa)
- Dazzler (Alison Blaire)
- Nocturne (Talia Wagner)
- Pete Wisdom

A New Excalibur team emerged out of the events of House of M. Captain Britain had ascended to the throne as the Omniversal Guardian alongside Queen Meggan after battling the malfunctioning artificial intelligence Mastermind in Otherworld. This victory was followed by Phoenix's return to the mainstream timeline, adopting the Marvel Girl mantle as an X-Man.

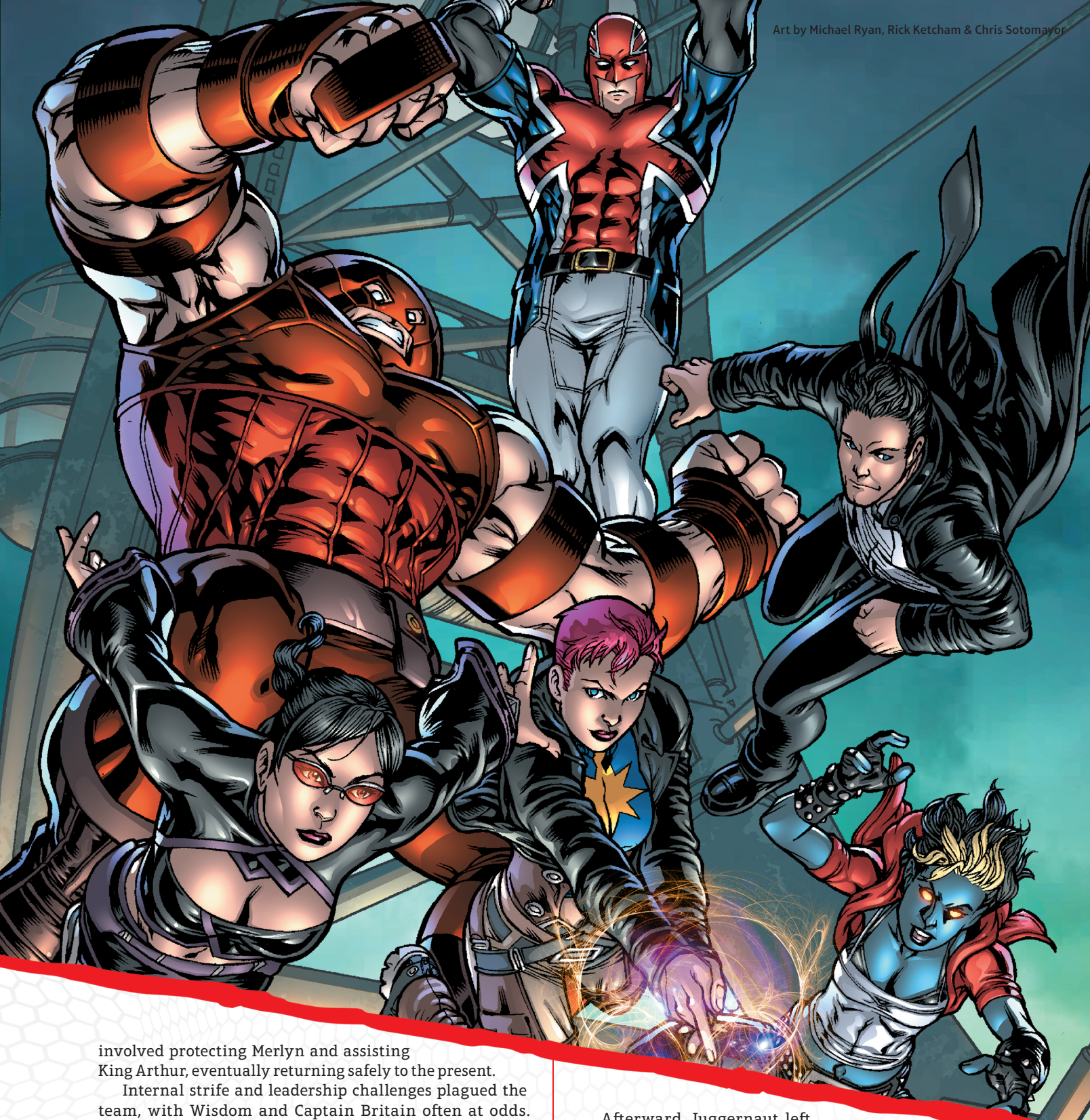
However, the Scarlet Witch's reality alteration during House of M had profound consequences. Captain Britain, Meggan, Psylocke, and Marvel Girl found themselves in a mutant-dominated alternate world as part of the British Royal Family. Alongside Juggernaut and Nocturne, they confronted an unstable dimensional rift threatening reality, which Meggan heroically sealed at the cost of her life.

The resolution of the Scarlet Witch's altered reality led to the depowering of the vast majority of mutants. Captain Britain, disconnected from Otherworld and Meggan, teamed up with his sister Psylocke, Marvel Girl, Nightcrawler, Shadowcat, Juggernaut, and Nocturne, who all held fragmented memories of the crisis. They were soon approached by Pete Wisdom, now an MI13 agent, about the murder of mutant performer Dazzler. This incident led them to encounter Shadow-X, a dark version of the original X-Men, targeting Courtney Ross' associate at Fraser's Bank. The confrontation included Sage, a former Hellfire Club secretary, who aided them in their battle.

Wisdom, seizing the moment, decided to reform Excalibur. However, Captain Britain initially refused to rejoin. Wisdom managed to clear Juggernaut's name, ultimately leading to his eventual inclusion in Excalibur. Meanwhile, Captain Britain was confronted by Lionheart and Albion, the Captain Britain of another dimension.

Amid these events, the Shadow King, using a dark Xavier as a vessel, sought revenge against Psylocke and Captain Britain. The ensuing battle saw Excalibur brainwashed, with Psylocke disappearing mid-fight to join the Exiles.

Their next challenge took them to the past, aiding the Black Knight against dragons in medieval Camelot. This quest



involved protecting Merlyn and assisting King Arthur, eventually returning safely to the present.

Internal strife and leadership challenges plagued the team, with Wisdom and Captain Britain often at odds. Juggernaut, grappling with his powers, journeyed to the Temple of Cyttorak, deciding to keep the Crimson Gem as a contingency.

This iteration of Excalibur faced their greatest challenge against Albion and Lionheart, who, alongside Scicluna and Shadow-X, aimed to destroy Captain Britain and Excalibur. A fierce battle ensued, with Lionheart turning against Albion, and Sage breaking free from his influence. The victory restored technology to Great Britain.

Afterward, Juggernaut left to confront the Hulk, leading to his permanent departure from Excalibur. During a celebratory gathering, Captain Britain was mortally wounded by Rouge-Mort. This led to a joint mission with the Exiles to Otherworld, where they confronted Jim Jaspers and the Furies. The battle saw the apparent death of Roma and the escape of Merlyn. Albion was offered leadership of the Corps, but he declined. Following these tumultuous events, Excalibur was disbanded.

Krakoan Team

In the wake of the formation of the mutant nation of Krakoa, Excalibur rose again at the center of battles for Krakoa, Otherworld and the UK.

Krakoan Excalibur

- Captain Britain (Betsy Braddock)
- Gambit (Remy Etienne LeBeau)
- Rogue (Anna Marie LeBeau)
- Jubilee (Jubilation Lee)
- Rictor (Julio Esteban "Ric" Richter)
- •--|A|-- • (En Sabah Nur)

As Krakoa was established as a new homeland for mutants, amnesty and citizenship were offered for even the worst mutant offenders. Apocalypse, now calling himself •--|A|-- •, moved from the top mutant villain to an influential leader of the island-nation. He set his sights on bringing Krakoa together with its lost half, Arakko, to reunite with his own family. His quest led him to open a Krakoan gate to Avalon, igniting the fury of Morgan Le Fay.

•--|A|-- • asked Betsy Braddock—who was now in her original body and had renounced the name Psylocke—to investigate the situation in Otherworld, of which Avalon is a part. Betsy and her brother Captain Britain (Brian Braddock) went to Otherworld, only for Morgan Le Fay to corrupt Brian. This led Betsy to take on the role of Captain Britain.

While this was going on, •--|A|-- • recruited Rogue, Jubilee and Gambit to investigate the Otherworld gate. That team, along with Betsy on the other side, shattered the gateway. Working together, these heroes would rebuild a Krakoan version of the Braddock Lighthouse and defeat Morgan Le Fay.

•--|A|-- • established Jamie Braddock as the new king of Avalon. Brian Braddock would become Jamie's guardian as Captain Avalon. •--|A|-- • brought Rictor to Krakoa and helped him better understand his mutant powers. Rictor would also join the team.

Excalibur continued to be involved in •--|A|-- •'s machinations as he opened a gate through Otherworld to the dimension Amenth. There was found the missing half of Krakoa, Arakko, along with mutants including •--|A|-- •'s family. However, this connection led to war between the two sides.

Saturnyne, the Omniversal Matrix who oversees Otherworld from the Starlight Citadel, prevented that war by instead proposing a competition of swords. During the competition, Captain Britain (Betsy Braddock) lost her battle with Isca the Unbeaten and appeared to shatter like glass. Taking Besty's shards, Saturnyne formed a new Captain Britain Corps, but to her dismay, the members were all variants of Betsy Braddock.

The competition concluded with Apocalypse exiled to Amenth with his family. Arakko and its mutants were reunited with Krakoa.

Believing Betsy to still be alive, Excalibur, with the help of Psylocke (Kwannon), sought out Betsy's consciousness and reunited it with a body created by Jamie Braddock.

Coven Akkaba, an anti-mutant cult, opposed Betsy as Captain Britain and with her disappearance, tried to claim

the Braddock Lighthouse gateway for themselves. They were defeated by Betsy's sudden return. However, Coven Akkaba member Reuben Brousseau became an ambassador to the UN from the UK and was able to strip Excalibur's status with the country.

Saturnyne allowed Excalibur to handle diplomatic affairs in Otherworld. This led to Excalibur becoming embroiled in a war between the ancient wizard Merlyn and Saturnyne. Merlyn sought to take back the Starlight Citadel and the title of Omniversal guardian. He also wanted to wipe out mutants, who he called "witchbreed."

During that war, the passage to Otherworld was destroyed along with the Braddock Lighthouse. Captain Britain (Betsy Braddock) was trapped in Otherworld, fighting Merlyn's forces and protecting mutant residents. To finally defeat Merlyn, Betsy recruited ten Knights of X, including most of Excalibur. In the end, Betsy executed Merlyn and made the Captain Britain Corps independent of the Starlight Citadel and its leaders. She would later bond Morgan Le Fay to the British Isles, therefore keeping her from causing further chaos.

LOCATIONS

Excalibur often finds itself at the crossroads of the United Kingdom, Otherworld and, recently, Krakoa.

The Lighthouse

The Braddock Lighthouse on the north-west coast of England, served as a dimensional nexus connecting all Earths within the Multiverse. Erected millennia ago by an ancient race, predating even Atlantis, the lighthouse was surrounded by structures that eventually crumbled over the centuries. The Lighthouse existed in all planes of reality, safeguarded by the Captain Britain Corps.

Brian Braddock and Meggan initially purchased the Lighthouse as a retreat from Braddock Manor. It subsequently became the headquarters of Excalibur for several years. Its unique position, connecting all Earths within the Multiverse, provided Excalibur with a vantage point from which to monitor and respond to multiversal disturbances.

This period ended when the Lighthouse, along with its other multiversal iterations, was destroyed. Years later, the Lighthouse was reconstructed, serving as a home for Brian, Meggan and their daughter, Maggie.

During the era of Krakoa, the Lighthouse faced destruction again, this time at the hands of High Priestess Marianna Stern and the Coven Akkaba. In response, Rogue, deep in a Krakoan vine-induced coma, inadvertently restored the Lighthouse, transforming it into a Krakoan Habitat.

Braddock Manor

The Braddock family has owned land in Maldon, Essex, England going back to Roman times. The manor was built in the 1700s by a general returning from war in Europe. Dr. James Braddock and his wife, Elizabeth, raised Brian, Betsy and Jamie in the manor.

Following the destruction of the Braddock Lighthouse, Excalibur found themselves in need of a new base of operations. Braddock Manor, with its rich history and expansive grounds, offered an ideal location. The manor's transition from a neglected estate to a bustling hub of

BRADDOCK LIGHTHOUSE



SECURED ARCHIVE//7789
CLASSIFIED FLOOR PLAN
ID: BRADDOCK, BRIAN
ROUTING: 998971837

FIRST FLOOR

Causeway
to Mainland



198898635467274627299EXCALIBUR

SECOND FLOOR

Stairs up
to 3F



- 1. Entry Hall
- 2. Mud Room
- 3. Storage / Work Area
- 4. Caverns Passage
- 5. Half-Bath
- 6. Bathroom
- 7. Kitchen
- 8. Living Room

ONE SQUARE EQUALS 5 FT.

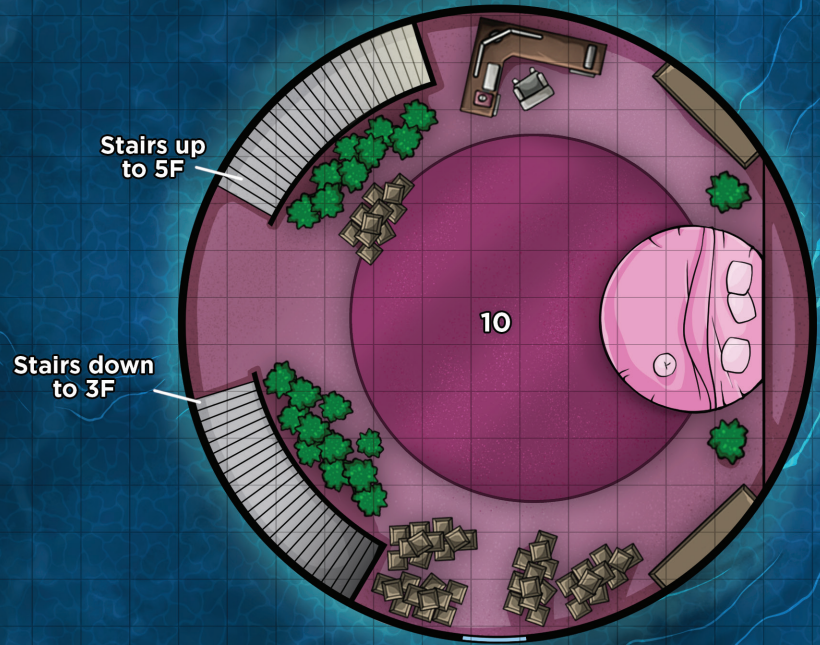
THIRD FLOOR



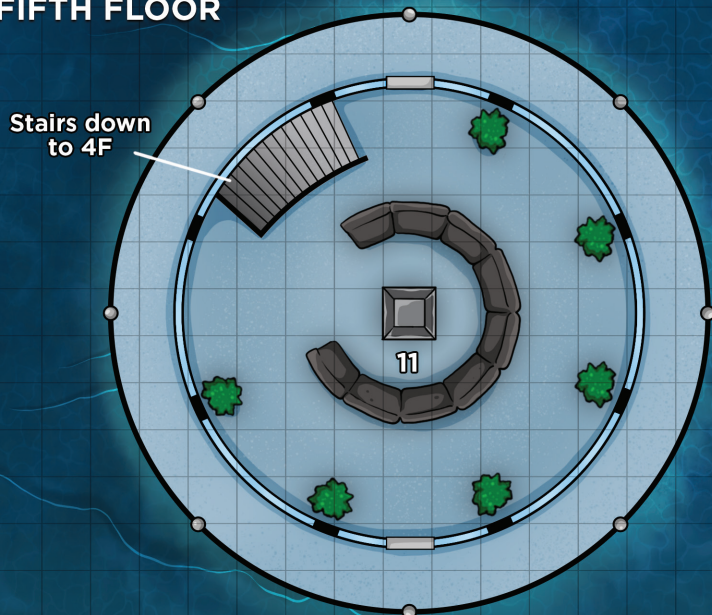
SIDE VIEW



FOURTH FLOOR



FIFTH FLOOR



- 9. Bedroom
- 10. Master Bedroom
- 11. Lounge

super-hero activity marked a new chapter not only for the building but for the team as well.

The manor's extensive network of caverns and secret passages, remnants of its long and storied past, provided Excalibur with unique tactical advantages. These hidden spaces served as training grounds, meeting rooms and, when necessary, a refuge. The manor's sprawling grounds also offered a sense of peace and normalcy, a stark contrast to the often chaotic and dangerous world in which the team operated.

Muir Island

Muir Island, a modest isle situated off the northern coast of Scotland, is renowned for housing Earth's most extensive and sophisticated mutant research center. This pivotal institution was established by Dr. Moira MacTaggart, a leading figure in mutant research and genetics. For Excalibur, Muir Island was not just a base of operations; it was a nexus where science, strategy and sanctuary united. The research center provided the team with crucial insights into the mutant condition, offering resources and knowledge that were invaluable in their various missions. Its secluded location offered Excalibur privacy and protection. It was a place where they could retreat, plan and regroup away from the public eye and potential threats.

The Lake House

The British agency MI13 initially loaned out the Lake House at the Empress Matilda Docks in Rotherhithe as a headquarters for New Excalibur. It was later purchased by Betsy Braddock and given to the team. The site contained numerous rooms, a boat and a practice area where the team trained.

Otherworld

Otherworld is an otherdimensional land connected to the British subconscious throughout the Multiverse. There are several realms in Otherworld, including Avalon, tied to the legends of Camelot, Tir na nÓg, home of the Tuatha de Danaan (Celtic Gods), and Infuri, the Everforge, the home to the robotic Furys based around the Living Sunstar. It's also the home to the Starlight Citadel where Saturnyne, the Omniversal Majestrix, oversees the dimensions and formerly commanded the Captain Britain Corps.

OPPONENTS

From interdimensional threats and ancient warlords to magical entities and rival mutant factions, Excalibur's adversaries have not only tested the team's strength and unity but also contributed to their growth and evolution.

Warwolves

Originating from the bizarre and twisted dimension known as the Mojoverse, the Warwolves are creations of Mojo, a malevolent being obsessed with entertainment and spectacle. The Warwolves are characterized by their unique and terrifying abilities, most notably, their capacity to drain the life essence from their victims. This process leaves behind only the skin, which the Warwolves grotesquely wear as a macabre trophy, a chilling testament to their lethal nature.

Physically, Warwolves possess a fearsome and wolflike appearance, along with remarkable agility and strength

that make them formidable opponents in combat. Their shimmering, silver coats give them an otherworldly and menacing appearance. Despite their ferocity, Warwolves are known to exhibit a perverse sense of humor, often toying with their prey in a manner reflective of the twisted entertainment culture of the Mojoverse.

Their encounters with Excalibur have often been marked by a blend of physical confrontation and psychological warfare, as the Warwolves do not merely seek to defeat their enemies, but also to instill fear and chaos.

Technet

Technet, a motley crew of interdimensional bounty hunters, are one of the most eccentric and unpredictable foes of Excalibur. Led by the imposing Gatecrasher, this group is distinguished by its members' diverse powers and unique physical appearances. Technet operates across dimensions, taking on assignments that often place them at odds with Excalibur and other protectors of the Multiverse.

Each member of Technet—Joyboy, Bodybag, Ringtoss, Scatterbrain, etc.—brings unique skill sets to the team. Their abilities range from altering time and space to more physically destructive powers, all of which are employed with a level of unpredictability and chaos. Despite their formidable abilities, Technet's missions are often marked by a certain level of incompetence and misfortune, leading to unexpected outcomes and frequent setbacks.

Necrom

A Sorcerer Supreme from an alternate Earth, Necrom is a being of immense magical power, wielding abilities that stretch across the spectrums of necromancy and energy manipulation. Necrom's origins are shrouded in mystery, but his influence and actions have had significant repercussions in the realms of both Earth and Otherworld.

Renowned for his mastery of dark magic, Necrom possesses a deep understanding of ancient and arcane lore, making him a threat not just physically but also intellectually. With the ability to manipulate life and death, Necrom's ambitions often involve grand schemes that transcend mere villainy, delving into the manipulation of fundamental forces and the alteration of reality itself.

Albion

Unlike Brian Braddock of Earth-616, Bran Bardic chose the Sword of Might over the Amulet of Right. Bardic used it to stop a century of World War on his Earth and then sought to destroy the Captain Britain Corps. Albion is a formidable warrior and a strategist whose strength lies not just in his martial prowess but also in his ability to inspire and lead, often rallying forces who share his reverence for Britain's ancient traditions and his vision for its future. His motivations are deeply rooted in a sense of nationalistic pride and a desire to return Britain to a mythical former glory, which often puts him at odds with the modern world and Excalibur's mission.

Lionheart

Lionheart embodies the struggle between duty and personal desire. Kelsey Leigh died in a battle between the Wrecking Crew and the Avengers, but was saved by Brian Braddock,

while he was ruler of Otherworld. Given the choice, she took the Sword of Might and became a new Captain Britain. However, she was restricted from revealing her existence to her family. A member of the Avengers for a time, she would take on the name Lionheart and turn against Braddock, under the influence of Albion. Her skills as a combatant are significant, and she wields powers similar to those of Captain Britain, making her a challenging opponent for Excalibur. Her actions are not fueled by villainy, but by a conflicted sense of duty and loyalty. She eventually saw the error of her ways, helped fight Albion and was reunited with her family.

Merlyn

A powerful sorcerer and manipulator of reality, Merlyn's role in Excalibur's history is multifaceted, blending elements of mentorship with those of antagonism. His mastery over magic and time makes him a formidable opponent, capable of orchestrating events from behind the scenes and manipulating the fabric of reality to suit his often obscure and grandiose plans.

Known for his deep connections to the lore of Arthurian legend and the mystical realm of Otherworld, Merlyn's actions and motivations are frequently shrouded in mystery. He possesses an extraordinary level of knowledge

and understanding of the mystical forces at play in the universe, using this insight to wield influence across multiple dimensions.

Morgan Le Fay

Morgan Le Fay, known for her mastery of dark magic, represents a timeless and mystical threat. Her character is intricately woven into the fabric of ancient myths and legends, adding a layer of historical and magical depth to her confrontations with Excalibur.

Morgan's powers extend far beyond simple spellcasting; she is adept at manipulating magical forces, altering realities and bending the will of others to her desires. Her knowledge of ancient and forbidden magic makes her a dangerous foe, capable of feats that challenge the very boundaries of the natural and supernatural realms. She often employs these abilities in her quest for power and dominance, particularly in realms connected to Arthurian lore and Otherworld.

Coven Akkaba

Descended from the lineage of Apocalypse, one of the oldest and most powerful mutants, this coven is characterized by its adherence to arcane rituals and its relentless pursuit of power through mystical means. The members of Coven Akkaba are not merely practitioners of magic; they are zealots devoted to the cause and legacy of Apocalypse, often engaging in schemes that threaten the balance of magical and mundane worlds.

Art by Bryan Hitch & Paul Neary



The coven's activities are shrouded in secrecy, often involving elaborate plots and the manipulation of magical forces. Their expertise in dark arts makes them dangerous opponents, capable of conjuring, curses and manipulations that extend beyond the realm of ordinary human understanding. This mastery of dark magic is coupled with a deep-seated belief in their superiority and the righteousness of their cause, driving them to confront anyone who stands in opposition to their goals.

PLAYING EXCALIBUR

While understanding Excalibur's history and evolution is important, it's only one part of what's required to bring a member of the team to life in the game.

Theme

Excalibur, while sharing roots with the X-Men in the broader mutant saga, diverges significantly in both the nature of its challenges and its approaches to resolving them. While the X-Men primarily grapple with themes of prejudice, persecution and striving for peaceful coexistence between mutants and humanity, Excalibur's narrative extends into a more fantastical realm, intertwining the struggles of mutants with interdimensional conflicts, mystical forces and the complexities of the Multiverse.

The challenges faced by Excalibur often transcend the boundaries of conventional mutant conflicts. They deal with threats that are not only global but also cosmic and dimensional in scale. Their adversaries, such as Merlyn, Necrom and the Coven Akkaba, bring elements of magic, ancient lore and dimensional manipulation, setting Excalibur apart from the more grounded, sociopolitical struggles of the X-Men. This distinction is further emphasized by their encounters with entities from the Mojoverse and Otherworld, places where the rules of reality differ vastly from Earth.

Excalibur often functions as a team of interdimensional guardians. They are not just fighting for mutant rights; they are protecting the very fabric of reality and the balance between different worlds. This role necessitates a blend of magic, diplomacy and brute force, often requiring them to navigate complex magical realms and ethical dilemmas beyond the scope of traditional super-hero conflicts.

Excalibur often includes non-mutant members and beings from other dimensions. This diversity allows for a wider range of perspectives and solutions to the multifaceted problems they encounter, contrasting with the predominantly mutant composition of the X-Men.

Style

The style of Excalibur, while sharing super-heroic DNA with the X-Men, distinctively veers toward a blend of whimsy, interdimensional escapades and a unique brand of humor.

Excalibur's narrative and tone are heavily influenced by their adventures that span across different dimensions, realities and even time periods. This leads to events that are rich in fantasy and surrealism. Excalibur's tales are replete with magical elements, mythical beings and fantastical scenarios, often infused with a distinct British flair and humor.

In terms of team dynamics, Excalibur, while not without its conflicts, generally exhibits a more cohesive and harmonious

group dynamic compared to the X-Men's 'big, messy family'. The X-Men's history is checkered with internal conflicts, disagreements, and even physical altercations, reflective of their diverse backgrounds and the high stakes of their mission. Excalibur, on the other hand, often showcases a more unified front, with members working in tandem to tackle the bizarre and otherworldly challenges they face. Their conflicts, when they arise, tend to be less intense and more short-lived, often resolved with a sense of even greater camaraderie and mutual respect.

Moreover, Excalibur's composition often includes non-mutant members and allies from other dimensions, which contributes to a different team ethos. This diversity brings a variety of perspectives and approaches to problem-solving, further differentiating their style from the X-Men's. While the X-Men are united by their shared belief in Xavier's dream and often face threats due to their mutant nature, Excalibur's unifying factor is their role as protectors of the multiverse, transcending the mutant-human divide that is central to the X-Men's narrative.

In essence, Excalibur's style is characterized by its lighter tone, fantastical elements and a more harmonious team dynamic, contrasting with the X-Men's more intense, conflict-laden and reality-grounded approach.

Purpose

Excalibur, throughout its history, has pursued a set of distinct and vital goals, shaping their identity and mission as a team:

- ▶ To protecting the Multiverse.
- ▶ To guard against magical and interdimensional threats.
- ▶ To maintain the stability of Otherworld.
- ▶ To encourage cooperation between mutants and non-mutants, including beings from other dimensions.

Transportation

Much of Excalibur's travel features journeys into other dimensions, from Otherworld to many alternate Earths. That has mainly been achieved through otherworldly links in the Braddock Lighthouse, Krakoa gates and other mystical means. For one memorable string of adventures, the group traveled via a train empowered by Widget to travel across realities.

JOINING EXCALIBUR

To join the ranks of Excalibur, several key requirements and considerations come into play, reflecting the unique nature of the team and its missions.

Requirements

Though not exclusively a mutant team, members of Excalibur tend to be mutants or individuals closely linked to the mutant community.

As the team is situated in England, members are often UK residents. This can be anything from expatriates living in the UK (such as Kitty Pryde in the original team), icons of the British super-hero establishment (Captains Britain) or agents of the government (Pete Wisdom). This can often

include members from realms connecting to the UK, such as Otherworld.

Experience in crossing the Multiverse can be very helpful for prospective members, as the team's missions often involve dealing with extradimensional entities.

Since their adventures tend to be multiversal in nature, team members are often in the higher ranks. At least a few members are Rank 5 with most others being Rank 4. Some lower-ranked members have been included, but may often face difficulties in Excalibur's dimension-hopping adventures.

Getting In

Excalibur membership has usually been informal and is often made up of the extended friends and family of Captain Britain (Brian Braddock).

During eras when Excalibur was involved with the UK government, their allies like Dai Thomas and Pete Wisdom can have significant input on membership.

Excalibur has sometimes even turned enemies into members of the group, such as the Technet and Lionheart.

In the Krakoa era, **Wanda Maximoff** brought the team together for his own purposes. But like with other versions of the team, the disparate group of heroes unite as their missions lead them to a combined goal of protecting the UK and Otherworld.

Mutant characters located in the UK and having connections with one or more current members of the group are the most likely to find a way to join. Since there is no membership process, becoming a member is often just a case of being in the right place at the right time.

Character Alterations

Once a character becomes part of Excalibur, they should add that fact to their character sheet under Teams. In most versions of the team, they would also add the Headquarters tag, designating the Braddock Lighthouse as their new base of operations. Characters can also take on the Famous tag, at least among UK and Krakoa audiences.

They now can take part in team maneuvers with other team members, even ones they haven't personally trained with before. Excalibur has its own unique team maneuver:

The Sword is Drawn! (Offensive, Level 2)

Excalibur has extensive experience fighting with and against multiversal entities from the Technet, the Captain Britain Corps and many others. When fighting a multiversal entity or team, it only takes one member of the group to get a Fantastic result on initiative for all members to be included in the bonus round.

Some team members continue to use codenames while others operate openly, especially the non-human or interdimensional members of the team.

Powers and Roles

Excalibur's members often have distinctly unique powers, reflecting the team's focus on mystical and interdimensional threats. This diversity encompasses not just mutants with combat abilities but also includes individuals with mystical powers and members from other dimensions or possessing magical expertise. These varied abilities allow Excalibur to tackle a wide range of challenges, extending beyond physical

confrontations to involve arcane knowledge and diplomatic skills. While there is no formal leadership position in the group, a Captain Britain often leads the group by default.

Training Up

Like the X-Men, the dangerous and unpredictable nature of Excalibur's missions requires a minimum Rank 3 for full-time membership.

Individuals at Rank 2 may still find a place within Excalibur, albeit with some restrictions. While they might be brought onto the team, they are often shielded from more perilous missions until they gain sufficient experience and elevate their rank. This protective measure ensures the safety and development of newer members, allowing them to gradually acclimate to the challenges faced by the team.

Duties

Excalibur's duties reflect the team's unique position at the crossroads of mutant affairs, diplomacy, interdimensional threats and mystical conflicts. Members are expected to maintain a rigorous commitment to training, both individually and as part of the team, to ensure they are prepared for the diverse and unpredictable challenges they face. This training goes beyond just physical combat, encompassing the development of abilities needed to tackle magical and otherworldly threats. Members should be ready to respond swiftly to missions, given the urgent and often unexpected nature of the crises they encounter.

Ethical decision-making is paramount, as members often navigate morally complex situations, requiring them to uphold high standards of integrity. Diplomatic skills are highly prized, given Excalibur's frequent interactions with various entities and the delicate nature of their missions.

Furthermore, adaptability is a key requirement for members, as Excalibur's operations span a wide range of environments and scenarios, demanding mental resilience and strategic flexibility.

Public Perception

Excalibur, while recognized among those familiar with super-hero teams, does not command the same level of public attention as the X-Men. Their operations, often veiled in secrecy and involving interdimensional and mystical matters, tend to be less visible and less understood by the general public. However, in the UK, the team is often seen as the country's homegrown super-hero team. This can sometimes lead to adulation, but can also offer increased pressure to meet expectations of the British public.

Excalibur's role in Otherworld and various other dimensions they have visited is more prominent and acknowledged. In these realms, they are often seen as crucial allies or even champions, with their actions having direct and significant impacts. Their reputation in these dimensions is shaped by their direct involvement in pivotal events, whether it be in defending against threats or mediating conflicts. In Otherworld, for instance, Excalibur's interventions are closely intertwined with the realm's stability and politics, earning them a notable status among its inhabitants.

Excalibur navigates challenges that, while critical to the fabric of reality, may not always translate into public acclaim or understanding.

EXCALIBUR ADVENTURE HOOKS

Sometimes a Narrator needs a little inspiration to help put an adventure together. Here are a number of adventure hooks to get things started.

Players might want to skip this section entirely, but there's likely no harm in peeking. After all, these hooks are only the starting premises for adventures. Where the game goes from there is entirely up to the Narrator—and the players too!

Five adventure hooks for any Excalibur era:

- ▶ **The Ghosts of Avalon:** Strange, ghostly apparitions begin haunting the shores near the Braddock Lighthouse, each night growing stronger and more aggressive. They are lost souls from Avalon, trapped in limbo due to a breach in the fabric of reality. Who are these souls? What has caused this breach? Can the team find answers in the mystical realm of Avalon? And can they repair the breach before these entities wreak havoc in the physical world.
- ▶ **Necrom's Dark Gambit:** Necrom discovers an ancient artifact of immense power and threatens to rewrite the laws of magic in his favor. A mystic counter-artifact may be the only thing capable of neutralizing Necrom's plan. Can Excalibur face dark creatures, search haunted ruins and investigate mystical libraries to find the counter-artifact before Necrom completes his ritual?

- ▶ **Technet's Time Tangle:** A malfunction in one of Technet's devices causes ripples through time, resulting in historical figures popping up in the present day. Can Excalibur deal with the chaos these anachronistic figures are causing? And has a villain from the past returned, seizing the opportunity to alter the course of history in their favor?
- ▶ **Return of the Warwolves:** Political figures are mysteriously disappearing across London. The disappearances have coincided with sightings of Warwolves, thought to have been vanquished. What is the goal of these disappearances? And can Excalibur navigate London's dark alleys and hidden underworld to uncover the truth behind the Warwolves' return?
- ▶ **The Coven's Curse:** A malevolent coven of witches unleashes a curse upon a small Scottish village, where the residents are trapped in an endless loop of the same day. Excalibur can intervene, but every time the loop resets, the heroes lose a part of their memories. Can the team solve the mystery, outwit the coven and free the village before their memories are completely erased?



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