

Once AND Future



JACQUELINE BRYK, DAVID CASTRO, RAI COLE,
HIROMI COTA, ERYKAH FASSETT, TRAVIS LEGGE,
GEOFFREY MCVEY, MJ MONLEON, SPIDER B PERRY,
LAUREN ROY, MONICA SPECA, H. ULRICH

CREDITS

Developer: Monica Specca

Scion Content Leads: Neall Raemonn Price and Hiromi Cota

Writers: Jacqueline Bryk, David Castro, Rai Cole, Hiromi Cota, Erykah Fassett, Travis Legge, Geoffrey McVey, MJ Monleón, Spider B Perry, Lauren Roy, Monica Specca, H. Ulrich

Editor: Matt Click

Art: Sam Denmark, Farri Lensen, Gong Studios, Navella Studios, Laura King

Art Direction: Maria Cabardo and Mike Chaney

Creative Director: Richard Thomas



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A QUEST IN WINTER

Winter in the Discovery Islands had fallen hard and unexpected. A truly disastrous amount of snow and ice on its own would be an Omen, *without the* reports from the Kwakiutl Nations of a monster prowling their borders. The Polaris Knights have a duty to respond, Yvette tells herself. As *one* chosen to bear the legacy of Sir Lancelot du Lac himself, she has a duty to remove the threat of *this creature* while the Kwakiutl repair the *damage* to their land.

She tells herself this as a source of warmth and purpose as she *kneels* in the crusting snow, her back to one of a million indistinguishable red cedars, miles and miles *from civilization*. She tells herself this as a means to keep from lashing out at the chatty backwoodsman Dia *insisted* on hiring as a guide.

"Fresh snow, cheeky wind, a baited trap. And you couldn't ask for better company." The ruddy-faced mountain man rattles on in his nasal accent, elbowing her for emphasis. One of his gloved hands rolls a flawless cigarette. The other plants in the snow the butt of a long bolt-action rifle, modified into unrecognizability. His name is Guy Bélanger — he's an old school trapper, straight out of some romantic old *coureur de bois* novel. He and his camp appeared in their path like they'd wished for him. Maybe Dia had, because Yvette sure hadn't. *I don't care how much he knows about hunting monsters, the last thing we need is an old chauvinist third-wheel.*

Bélanger makes to pop the cigarette between his lips before offering it to Yvie as an afterthought. She shakes her head. He shrugs, lights it, takes a drag. Puffing blue smoke, he gestures with his bearded chin across the snow-covered clearing, over the trap he'd built and baited with something repugnant. Set apart from the two of them, Dia crouches alone, frowning into the distance, exhaling clouds. With her hood down, her hair rises like black flame, her cheeks glow like oiled ebony, the inverse-rainbow blade of *Excalibur* casts speculars of indigo and violet across the glittering snow —

"*La méchant pétard* got the right idea, bringing a blade like that." Bélanger sniffs. "We'll just be slowing him down."

"With all due respect." Yvie's patience is at its breaking point. "Shouldn't we be listening for the Beast?"

He snorts. "It sounds like a pet shop let loose. We don't need to *listen*."

The oiled grip of the shotgun *Sequence* slips in her palm. She isn't nervous.

Bélanger wiggles his bushy eyebrows at Dia. "With all due respect," he mimics her accent. "What's the deal there, eh? She's your boss, but the way you look at her —"

"That's none of your business," she snaps and instantly regrets it. "I mean —"

"It could be my business." His cigarette leaks crooked spirals of smoke. "If she intends to be king."

Yvette peers at him over her cowl.

"How about after this, you help her find the sheath, eh?"

For a moment she isn't staring at some fur-trapping hick, but someone ancient, someone arcane. Distant and foreboding, a hound bays.

"The scabbard is worth ten of the sword," he grunts, spitting his cigarette into the snow.

"Yes, sir," Yvie responds, baffled and numb. *Who is this guy?*

Another dog's howls join the first. Then another. Bélanger tilts his head to the woods.

A *thing's* shadow slices across the ice between her and Dia — a wedge-shaped head perched on a long, sinuous neck, framed with antlers like great grasping hands. The rest won't be far behind: two tons of monster with a cougar's body, with legs like a bull moose and a thick broad tail that could snap her spine with a single strike.

Violet light flashes past Yvie's eyes, once and twice. The signal. *Get ready.* From across the glade, Dia glides to her feet and readies her sword. Lady Diamond of Arthur, who would be king, stands bold against the winter landscape like the first letter struck upon a blank page. Even in bulky winter gear, obviously freezing, shaken, alone with her thoughts on this impending hunt, when she holds *Excalibur* she looks like an icon fit for stained glass. Yvette's blood quickens at the sight.

The howling builds like a storm. "Like that, miss," Bélanger rasps, crunching to a stand.

Yvette nods and pumps *Sequence*. "The sound of the Questing Beast."

The old sage's eyes glint. "I mean, you look at her like that."

Her indignant reply never reaches him. The three of them smother in an avalanche of hideous sounds, dislodged ice raining down on them and their preparations. *The questing of a hundred hounds. A pet shop let loose.* Yvette grits her teeth through the pain in her ears.

The Questing Beast tests the air with two great nostrils. All it smells is rancid meat. Its stomach howling and whining like the hounds of hell, it lowers its moose-antlered head to the poisoned bait.

Blue smoke pours over her shoulders, a mysterious heat growing at her back. "Don't pay me any mind." Bélanger's voice is clear as telepathy. "You just give him a slug between the eyes when he looks at us."

The crunch of snow. A hiss of air. The blade is solid righteousness, scattering light like diamonds in violet and blue. *Excalibur* cleaves into the Beast's serpent neck, parting muscle straight to the bone. A fountain of acid-bright blood hisses over the clearing. Dia. Solemn. Determined. The whole blue sky her crown.

Eyes like plates and pupils like daggers roll in the monster's skull. It screams. The head thrashes toward Yvie.

"*Tout de suite!*"

Sequence bucks in her hands. The blessed slug sounds like a chorus. Right between the eyes. The wounded Questing Beast bellows her down, its jaw a gaping void of fangs and venom. Yvette holds in a flinch.

A lance of smoke and flame flies over her shoulder. It strikes the Beast in the back of the throat, the heat baking Yvie's cheeks, the smell of old tobacco stinging her nostrils.

Snap. Crunch. A nightmare of noise. It's not slowing down. Yvette raises *Sequence* at the last second. Massive antlers scrape along the barrel. She's on her back, footing gone, breath gone, ice burning against her ribs, a monster's jaws sawing through the winter gear near her belly.

"Dia!" She screams. Her eyes water. Her arms ache. One more inch and it's over.

"I'm here. Hold on."

A boot braces on each antler. Dia stands astride that awful head and primes her thrust. Fangs pierce the last layer of Yvette's coat and into her flesh. *Excalibur* plunges into the thing's skull. Yvie's screams join the Beast's questing. Down the blade drives, again, again, again.

"Hold on!"

I will, she wants to say, but there's too much blood in her mouth. Dia's voice, her noble face, drive the pain and fear away. The howling finally dies. The limp weight of the Beast's head crushes her into the snow. *I'll hold on.*

"Yvette!"

Before the darkness overtakes her, Yvie smells the puff of old tobacco. "No need for tears, *jeune roi*." Bélanger's craggy voice. "I can save her."



INTRODUCTION

Welcome to **Once and Future, Scion Second Edition's** supplement covering the setting's take on Arthurian legend. This book contains supplementary materials for all three levels of **Scion** play — from **Origin** to **Demigod** — allowing Storyguides to include its content in any game. **Once and Future** focuses on the subject of Mantles through the lens of Arthur's incomplete legend. By using the framework of complex Fatebindings and unfinished stories present in the Arthurian mythos, **Once and Future** demonstrates how similar stories can play out in any **Scion** game. Though Arthur is a figure of Welsh mythology, games using **Once and Future** can include any Pantheon and take place in any part of the world.

THEME AND TONE

Once and Future presents an outlook on the World that looks to a progressive future, where change is not only possible, but expected. Though tragedy may surround the characters involved, their actions move the needle just a little closer to a better world. This take on Arthurian legends is hopeful, but fraught. The threat of failure looms constant over all the characters' heads, and Fate conspires to bring them together repeatedly, binding them into the roles they are destined to play. So many past Arthurs have failed and taken their Band down with them. Perhaps, one hopes, this time might be *different*.

The book provides Storyguiding advice for cyclical, tragic stories with the direction that tragedy need not be oppressive or overwhelming — or even a bad ending. It is catharsis: a way to work through powerful feelings via storytelling.

REACHING FOR GODHOOD

Arthur never finished his Mantle. The **Once and Future King** is not a God, and thus far no one who has stepped into his role has surpassed being a Demigod. He's not alone in his failure, other mythological figures reach for divinity and miss. **Scion: Demigod** describes the process of apotheosis and the risk of epic failure. **Once and Future** follows this through-line and demonstrates what happens when a Demigod fails — and what comes after, when a failed Demigod leaves an unfinished Mantle behind.

MANTLES

Mantles are fluid, strange, and fractious things. Complete Mantles sometimes leave behind copies of themselves, or splinters left vacant for others to claim. The concept of Mantles cement **Scion's** core idea that *all myths are true*. Arthur is no exception. Dozens of approaches to the Pendragon's legend have persisted through centuries, from fragments of the original tales to

modern blockbusters. **Once and Future** discusses what it means to step into the role of Arthur and to wrap oneself in an unfinished story.

Arthur and the Knights of the Round Table are not a Pantheon. They are Fatebound roles; identities created by Fate, caught in the orbit of this incomplete story. Players who want to play an Arthurian campaign don these roles like costumes and watch the tale unfold. They change the narrative as it progresses, which may or may not reach a satisfying conclusion.

HOW TO USE THIS BOOK

Once and Future supports all levels of play from **Scion: Origin** to **Scion: Demigod**, supplying Storyguiding advice, adventures, and antagonists useful at any stage of your **Scion** games.

CHAPTERS

- **Chapter One: Grasping at Divinity** explains the incomplete state of Arthur's Mantle as well as guidelines for the origins of players' characters who want to be Pendragons-elect. It also covers advice for telling tales of cyclic tragedy.
- **Chapter Two: The Plant Dôn of Wales** introduces the new Welsh Pantheon, the Plant Dôn. This chapter also includes three signature characters ready for play, to be slotted into any **Scion** campaign.
- **Chapter Three: Playing in Avalon** includes new rules for **Scion** games. This contains a new Origin level Path, rules for playing historical campaigns, as well as Birthrights, Knacks, and rules for Arthurian Mantles.
- **Chapter Four: Storyguiding Arthurian Games** provides direction for Storyguides wishing to include the Arthurian themes and content in **Once and Future** into their ongoing **Scion** games. It also presents guidance for running **Scion** games at all three levels of play.
- **Chapter Five: Arthurian Adventures** contains three adventures at each level of play, ready to be slotted into any ongoing **Scion** game or run as standalone adventures. They can be run individually, or as part of an ongoing series.
- **Appendix** covers Arthurian and Welsh antagonists, presented from the perspective of in-setting expert, CJ Zelly.



INSPIRATIONAL MEDIA AND SOURCES

The following media and resources in this section are suggestions to help Storyguides better understand the mood and themes of Arthurian tales.

MEDIA

There are dozens of pieces of Arthurian media one can reference. Here are a few we feel fit the mood and themes of **Scion Second Edition** in particular.

BOOKS, COMICS, AND GAMES

- **The Dark Tower** (1982): The cycle of the tower is very representative of the Camelot cycle spelled out in this book. The themes of failure and repetition across history map very nicely to **Once and Future** games. Plus, the gunslinger's gun is forged from a piece of Excalibur.
- **Elden Ring** (2022): Elden Ring features a crumbling fantasy world as the result of the breaking of a cycle. Scheming demigods, cosmic stakes, and mantle nonsense are all present in this sprawling epic roleplaying game. It's excellent inspiration for what an Arthurian Terra Incognita might look like.
- **The Priory of the Orange Tree** (2019): This massive novel hits all the beats of a classic British fantasy. While not specifically Arthuriana, there

are knights, quests, magic, and dragons to slay. The themes of the book fit Scion's milieu, discussing virtue, gender, and societal expectations, and it's easy to imagine Sabran as an Arthur stand-in.

- **Once & Future** (2019): The YA novel by Amy Rose Capetta & Cori McCarthy features a reincarnating Arthur, queer romance, gender swapped characters, and a science-fantasy setting. Peak Scion.
- **Once & Future** (2020): This comic by Kieron Gillen features an undead Arthur and a retired monster-hunter grandmother pulled into a world of magic. Another very Scion take on the subject.
- **The Once and Future King** (1938): T.H. White collects and summarizes the work of Sir Thomas Malory. It's an easily digestible series of Arthurian legends ideal for someone new to the subject matter.
- **Sailor Moon** (Manga – 1991): The comic series tells the story of a reincarnated princess and her court, and all the evils they face together. Prime inspiration for repeat Fatebound roles, episodic storytelling, and an example of what Arthur's Mantle might be like if it ever were to be completed.

FILM AND TELEVISION

- **Cursed** (2020): This Netflix series retells the Arthur story from Nimue's point of view. It's a total remix of the story and isn't shy about portraying Arthurian characters as people of color. A good example of how a **Scion** campaign could use the

Pendragon's Mantle to do something fresh and different.

- **Gargoyles** (1994): While this classic of late 90s animation appears to be about ancient beings made of living stone who wind up in modern New York City, it also heavily involves Arthurian mythos. King Arthur and Avalon feature prominently as plot-important characters and places.
- **King Arthur: Legend of the Sword** (2017): Guy Ritchie's retelling of the Arthur story as a fast-paced action film with a modern soundtrack matches **Scion's** approach to the World. It's ideal inspiration for an off-the-rails Arthurian campaign.
- **Merlin** (2008): Another Arthurian retelling, this show uses the titular Merlin as a perspective character and focuses instead on the subject of magic. Proof that an Arthurian chronicle does not need to be focused exclusively on Arthur himself.
- **Pendragon** (1985-present): This section would be remiss if we did not include a nod to the quint-essential Arthurian tabletop RPG. The focus on knights and quests and playing through Arthurian legends is ideal inspiration for **Once and Future** games especially using the historical play rules.
- **She-Ra and the Princesses of Power** (2018): The Netflix remake of the 1985 cartoon features the main character struggling with her destiny in the role of a powerful princess. It contains everything

to inspire a **Once and Future** game: an unfinished Mantle, friendship and betrayal, and of course — a particularly important magic sword.

- **The Green Knight** (2021): This surreal film artfully retells the story of Gawain and the Green Knight. Its lush visuals and psychedelic framing is prime inspiration for keeping **Scion** games weird. Watch this film and work its elements of unreality into the adventures contained in this book.
- **Y Mabinogi** (2003): This made for TV adaptation brings the *Four Branches of the Mabinogi* to life. Part live action, part animated, this show is a fun introduction to the Welsh mythos used in **Once and Future**. It's available online for free and makes an enjoyable watch to get up to speed on possible divine parents.

SOURCES

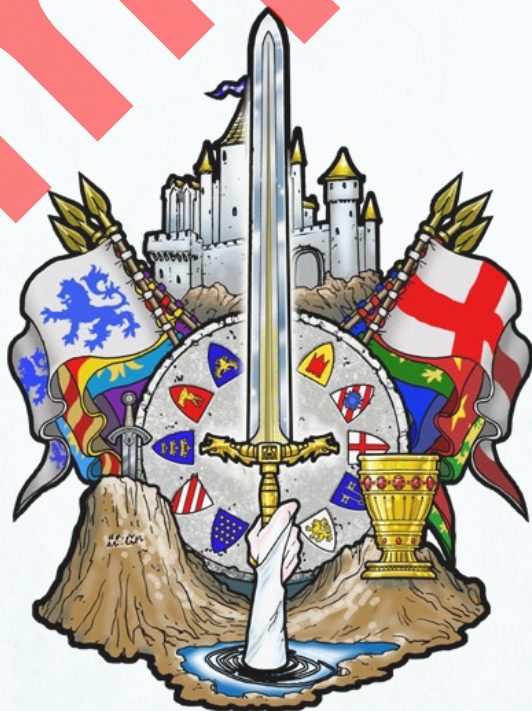
The following are a few academic sources referenced during the writing of this book.

The Camelot Project at the University of Rochester (<https://d.lib.rochester.edu/camelot-project>)

An Arthurian Companion, 2nd edition, Phyllis Ann Karr, Green Knight Publishing

An Arthurian Dictionary, Ruth Minary & Charles Moorman, Academy Chicago Publishers

Modern Arthurian Literature, Edited by Alan Lupack, Garland Publishing





CHAPTER ONE
GRASPING AT
DIVINITY

"Sleep! oh sleep! till night outworn
Wakens to the echoing horn
That shall greet thee King new-born,
King that was, and is to be.
And a voice from shore to shore
Cries, "Arise, and sleep no more;
Greet the dawn, the night is o'er,
England's sword is in the sea!"
— King Arthur, J. Comyns Carr

THE MATTER OF ARTHUR

A neirin, Nennius, Geoffrey of Monmouth, Chrétien de Troyes, and Sir Thomas Malory chronicled Arthur's accomplishments. Poets from Taliesin to Tennyson to Teasdale celebrated the lives of Arthur and those luminaries who surrounded him. Today, big budget Arthurian period films open against biopics portraying a 21st century Pendragon Scion's rise and fall. Companies that make museum quality replicas vie for the license to reproduce Birthrights such as Excalibur, Clarent, or Galatine.

Arthur was a fifth or sixth century king who united Britain and defeated the Saxons. As a romantic medieval figure, he ushered in an era of peace, and his knights performed wondrous Deeds in search of the Holy Grail. A peerless warrior, he fought dragons and giants, and was crowned emperor of Rome. His closest adviser was the magician Merlin, and one of his staunchest enemies the sorceress Morgan le Fay. He died in battle, or he was saved and spirited away to a mythical place to heal. He'll come again when Britain — or the World — need him most.

While tales within the Arthurian Cycle often contradict one another, as with the other myths and Pantheons in the World, all their stories are true. Multiple Arthurs have walked the World throughout history, shaping not only their own vast mythology, but also the identity of Britain and its people. Together, Arthurian Scions' adventures form the Mantle of the Pendragon, though all have perished before completing the final stage of Demigod-hood.

COMMON THREADS

Each Arthur leaves their own distinct mark on the myth, yet many of their stories follow similar shapes. A Scion taking up the Mantle of King Arthur mustn't hit each of these beats throughout her life — most versions of

Arthur don't check all the boxes — but it's likely that many of the experiences below resonate strongly with her.

BIRTH AND CHILDHOOD

Arthur was born of a noble line, the son of Uther Pendragon, King of Britain, and Igraine, Duchess of Cornwall. Soon after his son's birth, at Merlin's behest, Uther placed the baby in the care of one of his loyal retainers. Sir Ector raised Arthur alongside his own son, Kay. Whether the two believed themselves to be full siblings or whether Kay treated Arthur as a bastard, Arthur had no knowledge of his royal parentage until his teenage years.

Often, Scions following the Pendragon discover they're the children of senators and celebrities, or trace their genealogy back to local or cultural heroes. This revelation might not come until later in life, and isn't always tied to a Visitation — the wide availability of DNA test kits in recent years has made such epiphanies much more commonplace. Plenty of Arthurian Scions are raised by relatives or family friends who know the secrets of their birth. Others come up through the foster care system and must navigate red tape and sealed records to learn of their parentage.

Among other Scions, this isn't necessarily something that makes Arthur's children stand out. Lots of Scions are bastard-born, abandoned by their divine parent to be raised by their human one. Telling a regular person, "My divine parent was a king who wasn't there for me growing up" might garner sympathy. Saying the same to a Scion of any other Pantheon won't get much more than a bemused, "Welcome to the club, kid." Most Scions who become Pendragon-hopefuls are Incarnate. No incarnation of Arthur has yet achieved Godhood, leaving room for their souls to be reborn to seek the Mantle once again. The lack of a divine parent doesn't rule out Born Scions; some Arthurian Incarnates have children of their own, who in turn become Heroes. Parent and child might work together toward rebuilding the Mantle of the Pendragon,

BREAKING THE MOLD

A significant number of potential-Arthurs come from perfectly average families — there's no secret royalty lurking in their lineage, no high-ranking military officers, not even someone who had 15 minutes of fame three decades ago. The broken Mantle attracts all kinds of Heroes, allowing people whose backgrounds don't fit into what's traditionally considered "Arthurian" to add their own Deeds to the Pendragon's story. This is true throughout the Arthurian candidate's life — the outlier might step far off their predecessor's path, eschewing or outright rejecting certain parts of the myth. If the Mantle is like a puzzle with pieces missing, these Scions fill the gaps to complete the picture in their own unique ways.

or become fierce competitors racing toward Godhood. Such relationships are often complicated and messy: does the Incarnate parent view their child as a modern-day Mordred? Or is the parent playing the Vortigern to her daughter's Uther, there to be overthrown?

Beyond parents and children, there might be multiple Arthurs-elect in the World at any given time. Some keep their heads down and their eyes on their own papers, pursuing Godhood at their own pace and ignoring the headlines generated by their peers. They seek their own Grails, believing the worthiest shall claim it first. Other times, candidates become rivals, accusing one another as pretenders to the throne and issuing increasingly more perilous challenges to prove which is the real Pendragon.

VISITATION AND EARLY HERO-HOOD

A teenage Arthur pulled the sword Clarent from a stone-and-anvil, a feat no one but the true king of Britain could perform. This was his Visitation, the first of his many legendary Deeds. Ascending the throne, he gathered followers, quashed rebellions, convinced rival kings to bow to him, and united Britain under his banner. With Excalibur in hand, he vanquished the Giant of Mont St. Michel, the boar Twrch, and Cath Palug. Knights flocked to his side as he established the Round Table and installed his court at Camelot. Rome made war on him when he refused to pay tribute, a conflict that ended with Arthur crowned emperor.

Emperor Lucius aside, Arthur had a penchant for turning his enemies into allies. One of his earliest acts as king was to name his foster-brother Kay his seneschal — a move that simultaneously earned him Kay's loyalty and gained Arthur a knowledgeable adviser. Twelve kings

rebelled against him; all died in battle. Arthur buried them with honor, giving their leader King Lot the greatest tomb of them all. As they came of age, Lot's sons — Arthur's nephews — were welcome and celebrated members of Arthur's court.

It's during this period that Arthur formed some of his most storied friendships and rivalries, and made decisions whose consequences would be felt decades later. He fathered Mordred with his half-sister Morgause, married Guinevere, and befriended Lancelot. His other half-sister Morgan le Fay began her machinations against him and his knights, while Merlin advised and aided him.

All Pendragon-elects experience a sword-from-the-stone moment, where they're able to do something no one else is supposed to be able to do. For most, it coincides with the moment of their Visitation. She literally pulls a sword from a stone, or a Midrealm gate closed for hundreds of years opens for her. A flock of butterflies alights on her like a crown. The incident reveals the Scion's potential not only to those bystanders who witness it, but often to the Scion herself. Much like that terrified teenager in a long-ago churchyard, her entire life changes.

From this point, the Scion truly steps onto Arthur's path. Her revolutionary ideas, stubborn determination, or shining charisma draw friends and allies to her side. She has grand ambitions, and leads her Band and followers in pursuit of those goals. She may also gain a reputation for fighting monsters and Titanspawn — Arthurian legend is rife with strange beasts.

It's also during this time that the Scion forms some of her most significant relationships. She finds her greatest love or her most trusted friend. She burns a few bridges, whether she intends to or not, and gains a formidable enemy or three.

An outlier might spend much of their early Hero-hood on their own, building their reputation through solo projects or heading off into the wilderness to protect endangered species rather than seeking out monsters to vanquish. She dodges some of the early interpersonal conflict her other Arthurian cousins struggle with because she simply doesn't have the time for forming or maintaining friendships. Other outliers' social lives are just fine, thank you, because they work hard to keep it that way — which can sometimes feel like a full-time job itself.

When multiple Pendragon-elect Scions are at work in the World, their social circles sometimes overlap. The roles their friends play may differ from Scion to Scion: One Arthur's Lancelot is another's Guinevere or Gawain. They often find themselves pursuing similar goals, and have to decide which is more important: joining forces for the greater good, or knocking their greatest rival out of the running for the Mantle.

Would-be Arthurs almost always discover just how complicated relationships can get, but this doesn't have to mean every romantic partnership they enter into is destined for doom. Some Scions feel the strain in other parts of their lives: They might feel torn between the needs of two platonic friends, or the duties toward their Pantheon versus their own aspirations. Single-minded dedication to a cause can tear the Scion away when a friend needs her the most. When she comes back to find someone else has taken her place in that friend's life, the harsh reality is often, "They were there for me when you couldn't be bothered." These storylines should always have player buy-in. See p. 84 for Storyguiding advice regarding complicated or tragic subplots.

JOURNEY TOWARD APOTHEOSIS

With his court established and his reign secure, Arthur sent his knights off on the loftiest quest of all: to seek the Holy Grail. Camelot's finest spread out across the World, searching for years. Only a handful succeeded; Arthur himself never acquired the Grail.

Whether Arthur knew of Lancelot and Guinevere's affair is a matter not only of scholarly debate, but also of celebrity gossip columns and internet discourse. For years, Morgan le Fay's attempts to expose them failed, some by pure luck, others by Arthur's advisers convincing him not to put stock in the schemes of a sorceress. Their ultimate discovery by Mordred and Arthur's nephew Sir Agravaing marked the beginning of Camelot's fall. Lancelot fled, Guinevere was sentenced to burn, and the ensuing rescue left many knights dead by Lancelot's hand.

Arthur had little choice but to declare war on his friend. Leaving the kingdom in Mordred's care, he laid siege to Lancelot in Joyous Gard. In the end, Lancelot was banished, and Guinevere returned to Camelot. As Arthur — at the grief- and vengeance-driven Gawain's behest — continued to press his war against Lancelot, Mordred both claimed the crown and declared Guinevere his queen.

In the Battle of Camlann on Salisbury Plain, with both their armies shattered, Arthur killed Mordred, and received a grievous wound in return. The dying king bade Sir Bedivere cast Excalibur to the lake, where a hand caught it and bore it beneath the waters once more. A barge with nine black-clad women — one of them Morgan le Fay — carried Arthur across the water to the isle of Avalon. There, perhaps he was healed, or perhaps he sleeps, or perhaps he died.

The Mantle of the Pendragon lay broken and incomplete.

Arthur-elects set their sights on nigh-unattainable goals, and encourage their friends to join them on their impossible quests. These are the work of a lifetime, requiring years of not only searching the World for their

SO WHO'S THE REAL ARTHUR?

Not only can modern-day Scions of Arthur be anyone — not all historical incarnations of Arthur were straight, white, able-bodied, cis men, either. Figures such as Gesar of Ling and Prince Csaba helped shape the Mantle of the Pendragon. Were there Arthurian figures who existed even before the bard Aneirin penned *Y Gododdin*? Certainly. In Scion, remember, all myths are true.

personal Grail, but also searching within themselves. Along the way, they accomplish mighty Deeds and grow their Legends. Failing to achieve the end-goal is disappointing, but those Scions are in good company: only a handful of their peers ever find their Grails.

The Scion's enemies inevitably ramp up their attacks. They set traps for the Hero, disguised as gifts, and delivered by seemingly-innocent third parties. Modern Arthurian Scions are rightfully wary when their normal mail carrier's out sick and a new person insists they sign for a package. They're smart to examine the contents of swag bags at celebrity events — trying on those fancy diamond-studded sunglasses could be deadly.

At this stage, the Scion's relationships grow fraught and threaten to collapse. This may be his own fault, as he stubbornly ignores a trusted friend's brutal but honest advice. Helping one companion may cause disaster for another, or open up a chance for an enemy to sabotage him. Rifts and rivalries between people in his orbit escalate, until someone throws out the ultimatum: *It's either me or them*. Some bridges he can't avoid burning.

The Scion and her Fatebound companions tread ground their predecessors would find painfully familiar. Despite their best efforts to the contrary, Fate itself seems to conspire to destroy friendships and bring everything crashing down. Salvaging one situation sends another spinning toward calamity, or plants the seed for a future falling-out. The Scion and her Medraut might swear they'll always talk things out, but a well-intentioned executive decision turns into a corporate takeover. Arthur calls their Merlin in desperate need of advice, but she's out of cell range, off spelunking with Nimue.

Catastrophe strikes the Scion's enterprises as well. His board of directors squabbles at the conference table, whether it's round or rectangular. Fans and followers have opinions about what he should do next, and share them loudly and relentlessly. A person he trusts takes advantage of the turmoil, setting themselves up to claim what they believe is rightfully theirs. Often, this is someone