

## Summary

Quest for the Holy Grail is a scenario for the Burning Wheel roleplaying game by Luke Crane. The title is a bit of a misnomer, as the scenario begins with the player characters (PCs) already in the presence of the Holy Grail. The adventure, therefore, is about who gains physical control of the Grail, and what he or she does with it. The scenario is designed for up to eight players, plus the Game Master (GM) so as many as nine players can participate. All the characters are human (even Merlin, for the most part!), which may be atypical of the standard Burning Wheel game, but does make the Quest good for one-shot play and convention games. The adventure is also atypical of most Burning Wheel games, perhaps, in that the conflict in the scenario should emerge as character-versus-character conflicts, rather than the player characters allying against a GM determined enemy. Burning Wheel mechanics, particularly the Duel of Wits, are perfect for resolving conflicts between player characters where violence and particularly lethal attacks are unwarranted or undesirable.

## Notes to the GM

- “Quest for the Holy Grail” is a relatively simple scenario built on the lines of the Burning Wheel scenarios “The Sword” and “The Inheritance”. Conflict in the game should for the most part be generated by ‘conflicting’ player character goals. Each character wants the Grail--either to present it to King Arthur or for some other reason and sometimes both. So the game is about which choice the players make for their characters; who aligns with whom--and for how long.
- The game starts with the characters having found the Grail. *The game is not about finding the Grail!* The game is about what happens next. The setting is the England of King Arthur, and the characters are people the players may have heard of and are familiar with. What the players know, what the characters know, and what is truth in the setting may differ!
- In this setting, Morgana and Uryens are married. Morgana was a child-bride of Uryens. Uryens believes Mordred to be his natural son--this is very important! Only Morgana, Mordred, and Merlin know that Arthur is really the father of Mordred. Expect this secret to be revealed sometime in play.
- Many, if not all, of the characters have Beliefs and Instincts that conflict to some degree or another. This conflict could cause some players to be indecisive about what to do. Encourage the players to do whatever they think is ‘cool’. It is perfectly acceptable to choose one Belief over another--and if they do, encourage that player to have a scene showing that character changing or discarding the Belief.
- The typical sequence during play of “Quest for the Holy Grail” has been:
  - Competition in the Grail chamber to gain possession of the artifact with someone eventually emerging successful
  - A chase back to Camelot [use the chase rules, p239; assign advantages based on the riders; assume the horses are equal or assign an advantage die to light horses (for speed) early in a chase, and an advantage die to warhorses (for endurance) if the chase continues to three or more rounds.]
  - Debate in Arthur’s presence to get him to decide
  - A final attempt by someone to emerge victorious, regardless of Arthur’s decision [Don’t be surprised to see King Arthur attacked, poisoned, or otherwise put at risk.]
- The Grail Castle is an indeterminate distance from Camelot—if there is a journey or a chase back to Camelot, it can be resolved with a single roll or as many obstacles as interest the GM and players.

- Expect the characters to take the Grail to Arthur in order to let Arthur decide who should get credit for finding it. Don't allow this easy solution! Arthur will be too weak or despondent or otherwise unable to decide, which will force the characters to decide for him.
- Expect Parsifal to pray. As an option, add +1 to the Divine Intervention Obstacle for every previous prayer. But also remember the 'Let it Ride' rule. An early prayer to 'help me bring the Grail to King Arthur' could provide an advantage all game.
- Expect Mordred or Uryens to Circle up the 'Knights of Tintagel'; Uryen's castle guard and Mordred's trainers. Other characters may Circle up supporters and other nobility once in Camelot.
- Expect Morgana to use poison. I've based poison on the rules for Great Spider venom. Treat Poison as an Obstacle 4 'Poison' test. Success creates a Mild Poison (Victim suffers Obstacle penalty of 4 minus Forte Exponent, B3 wound). Every 2 additional successes (above 4) adds +1 to the Obstacle Penalty and +1 to the Wound level [ex: 6 total Poison successes results in an Obstacle Penalty of 5 (minus victim's Forte) and a B4 wound; 10 total successes results in an Obstacle Penalty of 7 (minus victim's Forte) and a B6 wound.] The poison still has to be administered, perhaps via a cup of wine or a secret ring or a weapon injury. *Remember, also, that Poison in the Grail is nullified!*
- To speed play, I've utilized an expanded Bloody Versus test for combat (see the enclosed 'cheat-sheet'). Your group may wish to play out combat using Fight!
- Characters have different numbers of lifepaths. Partly to balance this, Artha pools for the characters are different. The characters with less lifepaths have more Artha. Increase or reduce the player characters' and Arthur's Artha as you see fit.
- Expect the characters to want to use their Circles and Resources. There should be a large penalty in the Grail Chamber for Circles--the castle is located in a mystic wood--but anything is possible. Once in Camelot, the game could easily expand to include multiple non-player characters, depending on the action of the PCs. Resource tests can be used to retroactively have items or possessions the characters may want (for example, a poison ring for Morgana).
- Merlin should be the last player character used (that is, use Merlin as a PC only if there are eight players). As an NPC, use Merlin to provide one last obstacle for the PCs in Camelot. Merlin will want the Grail--he will try to convince the PCs that delivering the Grail to him is the equivalent of delivering it to Arthur. Once in the King's chamber, Arthur will defer to Merlin so the heroes will have to convince or defeat Merlin.
- Characters are prioritized in accordance with the 'Character Selection Matrix' (below). In other words, with three players and a GM, the players should select from Lancelot, Mordred, and Morgana. With five players and a GM, the additional characters would be Palamedes and Guinevere. I believe that this sequence maximizes the potential for inter-character conflict; adjust as you see fit although, as mentioned above, I recommend reserving Merlin for use as NPC if numbers allow.
- The Grail. The Grail has certain 'miraculous' powers. The stats indicated (+1 Deeds, call on for Faith and Health, purify any liquids poured in it) are just recommendations. Change or discard as you see fit.
- Merlin and Morgana are the only characters with Sorcery. This may give them an advantage, but inexperienced players may have trouble taking advantage of the Sorcery ability and be overwhelmed by the spells. Optionally, Sorcery can be simply a mystical skill that can substitute for any other skill. If this option is used, do not add Will to the Sorcery roll. But do use Spell Tax--which will equal the Obstacle as normal (or the number of Sorcery successes for open-ended rolls).
- The game is also not about 'stuff'. Characters have 'miscellaneous gear' written on the character sheet so that the GM can allow possession of almost anything reasonable by that character—either

with or without a Resources roll! A couple of points: Lancelot intentionally has neither sword nor armor—he has forsworn the sword as penance and discarded his armor during his wanderings. With a sword, he is much more dangerous in combat--so if Lancelot wants a sword, he'll need to take one or find one--and note that Guinevere has *Excalibur* hidden! Lancelot and one or two other characters do not have horses in the current write-up. The intent behind this is to encourage negotiation and partnerships. The GM has to make a judgment of whether or not the lack of a horse takes these characters out of the story too much. If it does, then they have horses!

Getting the game started:

1. Introduction:

[Read or paraphrase as soon as all the players are assembled.]

Quest for the Holy Grail is an adventure set in the land of England, during the time of King Arthur's rule. The characters are names you may recognize from legends of Camelot, but what is truth and what is fiction are clouded through the depths of time.

2. Character Selection: Lay out index cards or pictures of characters for players to see which characters are available. Don't lay out the character sheets because you don't want the players to read Beliefs for characters they don't wind up playing. Hand out Character Selection Matrices for the players to fill in. The available characters:

- Lancelot--formerly the best of the King's Knights. Now, an outlaw who has been banished from Camelot for having an affair with Guinevere.
- Mordred--the son of Uryens and Morgana, still a youth he takes after his mother and is clever beyond his years--perhaps too clever.
- Morgana--half-sister to King Arthur and now wife of Duke Uryens.
- Palamedes--a Moorish knight, captured in France who now claims conversion to Christianity.
- Guinevere--the unfaithful Queen, caught betraying the King with Lancelot, and ever since cloistered away in a convent.
- Uryens--Duke of the North, who knighted Arthur as a reward for courage at the siege of Leondegrace, and who ever since has pledged his fealty to Arthur as he did to Arthur's father.
- Parsifal--a squire without a Knight, now that Lancelot is an outlaw, who trusts in God to guide his fate.
- Merlin--Adviser to the King, and master of forces beyond reach of most men.

3. Match players to characters based on Character Selection Matrices. Hand out background sheets for each character. Hand out Duel of Wits and Bloody Versus cheat sheet, if desired.

4. Game Start:

[Read or paraphrase once characters are selected and everyone is ready to start playing.]

It is the time of Camelot. However, things are not well in England. The Knights of the Round Table are a shadow of their former glory, and Arthur himself is thought to be ill. Heartbroken, perhaps, that his Queen, Quinevere, and the champion of his knights, Lancelot, betrayed him with their affair. Now, the King sits morose and listless on the throne, hating life and cursing God.

In a rare bout of strength, the King has ordered his Knights to seek out the greatest relic known to mankind, the Holy Grail. With the Grail, the King will be sure of God's divine will.

Some of you heard this order from the King himself. For others, you have learned of the Quest for the Holy Grail from rumors, or pilgrims, or perhaps spies. Each of you, for your own reasons, has set out to find the Grail. Individually, you have searched for months, perhaps years, and your search has led you to a fog enshrouded forest in the distant highlands of the kingdom. In the midst of the dark wood you've come to a glade. In the glade is a castle. Entering the castle, you make your way deep into the labyrinthine chambers. Finally, entering a circular chamber, you see in the middle of the room an altar. On the altar is a chalice, glowing as if with an inner light. This is the Grail; you know it's the Grail. Also entering the room from seven equidistant entrances, are seven other individuals--the player characters. Who gets the Grail?

**Character:** Arthur

**Concept:** King of the Britains

**Lifepaths:** Born Noble, Page, Squire, King

**Age:** 37

**\*Stats:** Perception--B4(5); Will--B4(5); Agility--B3(4); Speed--B3(4); Power--B4(5); Forte--B4(5)

**Attributes:** Resources--B4; Circles--B3; Health--B4(5); Reflexes--B3(4); Steel--B6(7); Hesitation--6(5)

**\*: Add +1 To Stats and Attributes (EXCEPT Resources and Circles) once Arthur touches the Grail.**



**Skills:**

Sword B6; Lance B6;

Brawling B5; Command B6; Conspicuous B4; Etiquette B4; Persuasion B6; Religion-wise B3; England-wise B3; Grail-wise B3; Excalibur-wise B3; Family-wise B4; History-wise B4

Training Skills [These skills allow the character to perform the named action or utilize the named equipment with no penalty]: Shield, Armor, Mounted Combat

**Gear:** Longsword (Power=3); Plate Armor; miscellaneous gear

**Artha:** Fate--6; Persona--4; Deeds--2

**Relationships:** Knights of the Round Table 2D (Reputation); Lady of the Lake (Relationship)

**Traits:**

- Mark of Privilege
- Exhausted (without the Grail, +1 Health Obs)
- Faith (Lost) Arthur will regain His Faith as soon as he accepts the Grail (Faith )
- Aura of Determination (Arthur and everyone in his presence can re-roll one test in a great effort)
- Charismatic (call on Persuasion)

**Beliefs:**

- Someday I will have to choose between Guinevere or Lancelot. I will know the right choice by their actions.
- The Grail will keep England safe. I will build a great cathedral to store the Grail so that it never leaves England.
- The King and the Land are one. Without a King, the Land suffers. I must ensure a King will always be there for England.
- God has found me wanting. I will redeem His favor by recovering the Holy Grail.

**Instincts:**

- Reach for *Excalibur*, someday it will be there
- Always seek advice
- Sleep to conserve my strength

**Injuries:** Superficial-B3; Light-B5; Medium-B7; Severe-B8; Traumatic-B9; Mortal-B10

**Character:** Merlin

**Concept:** the Druid

**Lifepaths:** Born Slave, Apostate,  
Student, Neophyte Sorcerer, Sorcerer

**Age:** 42 (apparent)

**Stats:** Perception--B5 Will--B6

Agility--B3 Speed--B3 Power--B4  
Forte--B5

**Attributes:** Resources--B2; Circles--  
B3; Health--B4; Reflexes--B4; Steel--  
B6;  
Hesitation--4

**Skills:**

Sorcery G5;

Astrology B4; Conspicuous B4;

Doctrine B3; Etiquette B3; History B3;

Inconspicuous B5; Persuasion B5; Philosophy B5; Research B2; Read B4; Rule of Law B3; Slavewise  
B2; Staff B2; Symbology B3; Write B4



**Gear:** Staff (Power=1; +1 Staff Skill)

**Spells:** (see background sheet)

**Artha:** Fate--2; Persona--2; Deeds--1

**Relationships:** Infamous (among Celts); +1D Obstacle; the Nobility (+1D); the Fey (+1D)

**Traits:**

- Apostate
- Deferential to the King
- Inscrutable
- Gifted
- Fey Blood (p 276)
- Broken [-1 Obstacle versus Merlin with Persuasion, Command, Seduction, Interrogation]
- Essence of the Earth (Ageless) (p82); +1D Health tests vs. Fatigue or Poison

**Beliefs:**

- England's destiny is linked to the line of Pendragon. I will ensure a Pendragon sits on the throne of England
- The King is the Land, and the Land is the King. I must heal the King lest the Land suffer.
- The Grail will destroy the magic of sorcery. I will keep the Grail hidden so that I may live on.

**Instincts:**

- Speak cryptically or in riddles
- See things for myself
- Avoid physical fights

**Injuries:** Superficial-B3; Light-B5; Medium-B7; Severe-B8; Traumatic-B9; Mortal-B10

**Character:** Lancelot

**Concept:** Betrayer of the King

**Lifepaths:** Born Noble, Page, Squire, Knight, Outlaw

**Age:** 29

**Stats:** Perception--B5; Will--B5; Agility--B6; Speed--B5;  
Power--B4; Forte--B4

**Attributes:** Resources--B1; Circles--B3; Health--B5;  
Reflexes--B5; Steel--B7;  
Hesitation--5

**Skills:**

Sword G5

Authority-wise B3; Brawling B7; Conspicuous B3; Drinking  
B3; Etiquette B4; Lance B4; Mace B5; Persuasion B4; Pilgrim-  
wise B2; Riding B3; Ugly Truth B4

Training Skills [These skills allow the character to perform the  
named action or utilize the named equipment with no penalty]:

Shield, Armor, Mounted Combat



**Gear:** Mace (Power=2); miscellaneous pilgrim gear

**Artha:** Fate--2; Persona--2; Deeds--1

**Relationships:** Infamous (Nobles, Knights) 1D; Pilgrims 1D

**Traits:**

- Outlaw (*Lancelot has no rights and no status under the law*)
- Sworn Homage (King Arthur)
- Mark of Privilege
- Drunkard (*Lancelot never refuses a drink; once drinking he only stops reluctantly. Make a Steel test in the presence of alcohol. Failure leads to drinking or rage.*)
- Driven (call on for Sword skill); when fighting relates to a Belief

**Beliefs:**

- I betrayed Arthur by loving his Queen. I will bring Arthur the Grail and earn his forgiveness.
- I love Guinevere. I will do whatever it takes to regain her love.
- I have given up the sword as penance for betraying Arthur. I must earn the right to wield a blade.

**Instincts:**

- Challenge any insult to King Arthur
- Protect Guinevere
- Drink away my sorrows

**Injuries:** Superficial-B3; Light-B5; Medium-B7; Severe-B8; Traumatic-B9; Mortal-B10

Superficial +1 Obstacle

Light -1D to Skills, Stats, and Attributes

Medium -2D to Skills, Stats, and Attributes

Severe -3D to Skills, Stats, and Attributes

Traumatic -4D to Skills, Stats, and Attributes

Mortal Dying

**Character:** Guinevere

**Concept:** Unfaithful Queen

**Lifepaths:** Born Noble; Young Lady; Dame; Cloistered Nun

**Age:** 33

**Stats:** Perception--B5; Will--B5; Agility--B3; Speed--B3;

Power--B3; Forte--B3

**Attributes:** Resources--G1; Circles--B3; Health--B4; Reflexes--

B3; Steel--B4;

Hesitation--5

**Skills:**

Persuasion G5

Dance B4; Estate Management B3; Etiquette B3; Field Dressing

B4; Folklore B4; Herbalism B4; Sing B4; Soothing Platitudes

B4; Court-wise B3; Husband-wise B3;

**Gear:** Riding Horse; Herbs and Poultices; Bandages; Nun's habit;

*Excalibur* (hidden on horse) [Power=4; Sword Skill +1]

**Artha:** Fate--2; Persona--2; Deeds--1

**Relationships:** Sisters of Charity +1D (Relationship); Nobility of Camelot (Reputation) +1D

**Traits:**

- Mark of Privilege
- Tonsured (Nun's Habit)
- Graceful (call on for Speed; call on for any social skill)

**Beliefs:**

- I betrayed Arthur and lost his love. I will bring Arthur the Grail and he will love me again.
- I am the cause of Lancelot's fall. I must help him regain Arthur's love.
- In Mordred, I see Arthur's eyes. I will find out the truth about this frightening boy.

**Instincts:**

- Keep Excalibur well hidden
- Hide my love for Lancelot
- Find a champion to protect me

**Injuries:** Superficial-B2; Light-B4; Medium-B6; Severe-B7; Traumatic-B8; Mortal-B9

Superficial +1 Obstacle

Light -1D to Skills, Stats, and Attributes

Medium -2D to Skills, Stats, and Attributes

Severe -3D to Skills, Stats, and Attributes

Traumatic -4D to Skills, Stats, and Attributes

Mortal Dying





**Character:** Morgana la Fey

**Concept:** Witch of Tintagel

**Age:** 38

**Lifepaths:** Born Noble; Young Lady; Arcane Devotee; Sorceress; Crazy Witch

**Stats:** Perception--B6; Will--B5; Agility--B3; Speed--B4; Power--B3; Forte--B4

**Attributes:** Resources--B2; Circles--B2; Health--B5; Reflexes--B4; Steel--B3; Hesitation--5

**Skills:**

Sorcery B6; Astrology B7; Calligraphy B3; Etiquette B4; Falsehood B3; Flute B4; Herbalism B5; Knife B3; Persuasion B4; Poison B5; Read B4; Research B3; Rhetoric B4; Symbology B4; Write B4

**Gear:** Knife (Power=1); Riding Horse; Herbs and Poultices; miscellaneous gear

**Artha:** Fate--2; Persona--2; Deeds--1

**Relationships:** Sidhe (Reputation) +1D; Knights of Tintagel (Reputation) +1D ; Nobility +1D



**Traits:**

- Mark of Privilege
- Gifted
- Arrogant
- A Little Crazy
- Ear for Voices (Perception check versus Obstacle 3 for Morgana to eavesdrop on any conversation)

**Beliefs:**

- Arthur will do anything for the Grail. I will trade it to him for the life of his Queen.
- The Grail is a powerful tool. With it, I can make myself ruler of Britain--and my son after me.
- The time is not yet right to reveal Mordred as Arthur's son. I will silence any who learn this secret.

**Instincts:**

- Hide my sorcery, lest I be burned as a witch
- Always keep poison handy
- Never let an insult go unavenged.

**Injuries:** Superficial-B3; Light-B5; Medium-B6; Severe-B7; Traumatic-B8; Mortal-B9

Superficial +1 Obstacle

Light -1D to Skills, Stats, and Attributes

Medium -2D to Skills, Stats, and Attributes

Severe -3D to Skills, Stats, and Attributes

Traumatic -4D to Skills, Stats, and Attributes

Mortal Dying

**Character:** Mordred

**Concept:** The Boy Who Would Be King

**Age:** 14

**Lifepaths:** Born Noble; Page

**Stats:** Perception--B3; Will--B4; Agility--B4; Speed--B5;

Power--B4; Forte--B3

**Attributes:** Resources--B1; Circles--B2; Health--B5; Reflexes--B3; Steel--B4;

Hesitation--6



**Skills:**

Sword G4

Brawling B3; Persuasion B3; Philosophy B3; Read B2; Riding B2; Write B2

Training Skills [These skills allow the character to perform the named action or utilize the named equipment with no penalty]: Shield, Armor, Mounted Combat

**Gear:** Longsword (Power=3); Plate Armor; Shield, War Horse; miscellaneous gear

**Artha:** Fate--3; Persona--2; Deeds--2

**Relationships:** Knights of Tintagel (Reputation) +1D

**Traits:**

- Mark of Privilege
- Child Prodigy (Raise one skill to 'Grey' exponent [Sword])

**Beliefs:**

- I am the son of King Arthur and I will claim the throne as my birthright.
- I will bring Arthur the Grail so that all England will acknowledge me as the King's son.
- Morgana and Uryens are pathetic and weak. I will prove myself better than either of them.

**Instincts:**

- Never leave an enemy behind
- Always disguise my trail
- Disagree with Morgana and Uryens

**Injuries:** Superficial-B2; Light-B4; Medium-B6; Severe-B7; Traumatic-B8; Mortal-B9

Superficial +1 Obstacle

Light -1D to Skills, Stats, and Attributes

Medium -2D to Skills, Stats, and Attributes

Severe -3D to Skills, Stats, and Attributes

Traumatic -4D to Skills, Stats, and Attributes

Mortal Dying

**Character:** Palamedes

**Concept:** the Saracen Knight; the Moor; the Merciful

**Lifepaths:** Born peasant; Herlad; Cavalryman; Knight; Captain

**Age:** 29

**Stats:** Perception--B4; Will--B6; Agility--B4; Speed--B4; Power--B6; Forte--B4

**Attributes:** Resources--B1; Circles--B3; Health--B5; Reflexes--B4; Steel--B8; Hesitation--4

**Skills:**

Sword B5; Bow B2; Lance B4

Anatomy B2; Command B3; Falconry B3; Field Dressing B4;

Haggling B4; Intimidation B5; Oratory B5; Religious Diatribe B3;

Riding B3; Strategy B3; Horse-wise B4

Training Skills [These skills allow the character to perform the

named action or utilize the named equipment with no penalty]: Shield, Armor, Mounted Combat



**Gear:** Warhorse, Plate Armor, Scimitar (Power=3); Shield; Shortbow (Power=2); Lance (Power=4); Dagger (Power=1); Baptismal Oil and Holy Water

**Artha:** Fate--2; Persona--2; Deeds--1

**Relationships:** Nobility (Reputation) +1D; Infamous (Moors) +1 Obstacle

**Traits:**

- Sworn Homage (King Arthur)
- Zealot (add fourth Belief)
- Charismatic (Call on for Persuasion, Oratory [re-roll failures once per game])
- Fortitude (Call on for Forte [re-roll failures once per game])

**Beliefs:**

- Arthur rules with God's favor. I will support Arthur and enforce his will.
- People doubt my Christianity. I will prove my faith by bringing Arthur the Grail
- The Grail is a sign of Christ's divinity. I will take the Grail to convert the Unbelievers.
- Non-Christians must be converted or killed. I will only help those who prove themselves Christian.

**Instincts:**

- Always turn the other cheek
- Show mercy to a Christian who seeks it.
- Spare an infidel who agrees to Baptism

**Injuries:** Superficial-B3; Light-B5; Medium-B7; Severe-B9; Traumatic-B10; Mortal-B11

Superficial +1 Obstacle

Light -1D to Skills, Stats, and Attributes

Medium -2D to Skills, Stats, and Attributes

Severe -3D to Skills, Stats, and Attributes

Traumatic -4D to Skills, Stats, and Attributes

Mortal Dying

**Character:** Uryens

**Concept:** King of the Northlands; reluctant vassal of King Arthur

**Lifepaths:** Born Noble; Page; Squire; Knight; Courtier; Duke

**Age:** 62

**Stats:** Perception--B4; Will--B6; Agility--B4; Speed--B4; Power--B4; Forte--B4

**Attributes:** Resources--B5; Circles--B4; Health--B5; Reflexes--B4; Steel--B8; Hesitation--4

**Skills:**

Sword B5; Lance B4; Crossbow B4;

Brawling B3; Conspicuous B3; Estate Management B2; Etiquette B3; Gambling B3; Heraldry B2; History B2; Logistics B2; Observation B2; Persuasion B3; Philosophy B3; Read B2; Riding B3;

Soothing Platitudes B3; Ugly Truth B3; Write B2

Court Gossip-wise B3; Noble-wise B3

Training Skills [These skills allow the character to perform the named action or utilize the named equipment with no penalty]: Shield, Armor, Mounted Combat

**Gear:** Longsword (Power=3), crossbow, lance, Plate armor, shield, war horse, miscellaneous gear

**Artha:** Fate--2; Persona--2; Deeds--1

**Relationships:** Knights of the Round Table (Affiliation) +1D; the North (Reputation) +1D

**Traits:**

- Mark of Privilege
- Noblesse Oblige
- Rapier Wit (+2D in a Duel of Wits--see page 157)
- Palsy: Roll 'Die of Fate' for every action. Roll=1: +1 Obstacle; Roll=2-5 No Effect; Roll=6 -1 Obstacle
- Sworn Homage (Arthur)
- Your Grace

**Beliefs:**

- I should be King. I will turn against Arthur when the time is right--oath be damned!
- My son Mordred will carry on the family line. I will see him on the throne after me.
- Palamedes and Lancelot are foreigners in this land. I will expel their kind when I rule.
- Possessing the Grail is a sign of God's favor. I will obtain the Grail and prove my Divine Right to rule.

**Instincts:**

- Head towards the sounds of battle
- Applaud and reward courage
- Always pick a side and act!

**Injuries:** Superficial-B3; Light-B5; Medium-B7; Severe-B8; Traumatic-B9; Mortal-B10

Superficial +1 Obstacle

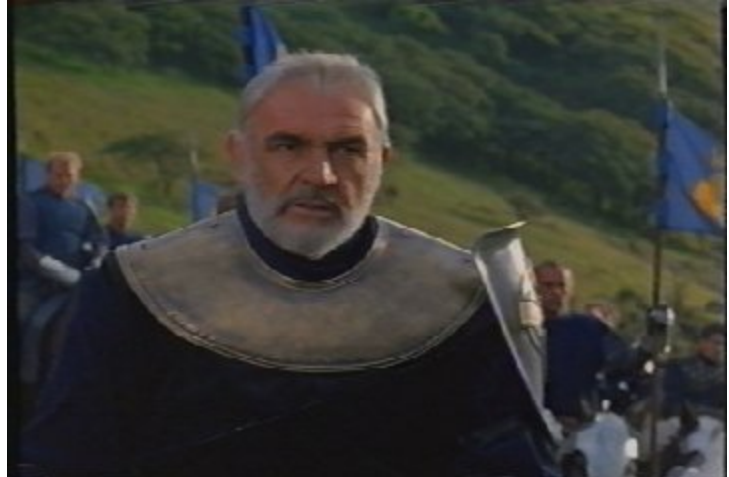
Light -1D to Skills, Stats, and Attributes

Medium -2D to Skills, Stats, and Attributes

Severe -3D to Skills, Stats, and Attributes

Traumatic -4D to Skills, Stats, and Attributes

Mortal Dying



**Character:** Parsifal

**Concept:** Faithful Squire

**Lifepaths:** Village Born; Kid; Herald; Bannerman

**Age:** 21

**Stats:** Perception--B4; Will--B4; Agility--B5; Speed--B5;

Power--B4; Forte--B4

**Attributes:** Resources--B1; Circles--B2; Health--B5;

Reflexes--B4; Steel--B5;

Hesitation--6

**FAITH: B6**

**Skills:**

Sword B4

Field Dressing B3; Heraldry B2; Inconspicuous B4; Oratory

B2; Riding B2; Trouble-wise B2

Training Skills [These skills allow the character to perform the named action or utilize the named equipment with no penalty]: Shield, Armor

**Gear:** Shortsword (Power=2); Leather armor; Shield; miscellaneous gear

**Artha:** Fate--2; Persona--2; Deeds--2

**Relationships:** Squires (Affiliation)+1D; Camelot servants (Reputation) +1D

**Traits:** Bad Egg

- Faithful
- Unheeded (call on for Inconspicuous [re-roll failures once per game])

**Beliefs:**

- Oath breakers cannot be trusted. Lancelot and Guinevere have broken their oaths to the King
- My greatest desire is to be a Knight. I will bring King Arthur the Grail and he will make me a Knight.
- God is my shepherd. I shall put my trust in God.

**Instincts:**

- Always treat ladies with chivalry and kindness
- If I see a rabbit, catch it
- When in danger, pray to God for strength

**Injuries:** Superficial-B3; Light-B5; Medium-B7; Severe-B8; Traumatic-B9; Mortal-B10

Superficial +1 Obstacle

Light -1D to Skills, Stats, and Attributes

Medium -2D to Skills, Stats, and Attributes

Severe -3D to Skills, Stats, and Attributes

Traumatic -4D to Skills, Stats, and Attributes

Mortal Dying





King Arthur



Merlin



Lancelot

Guinevere





Morgana



Mordred

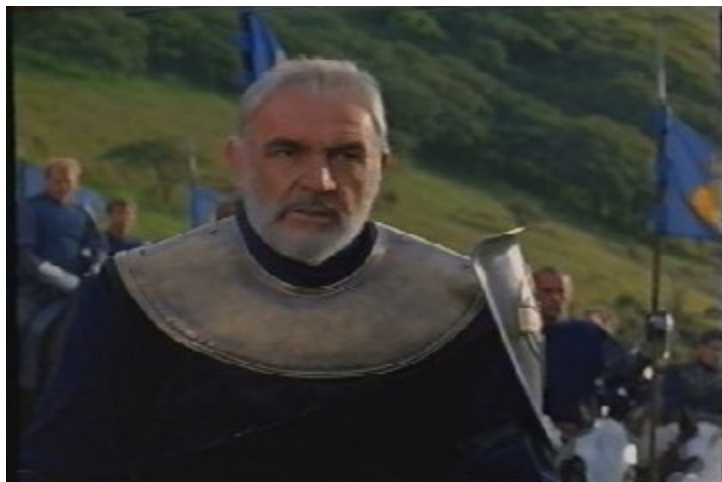


Parsifal



Palamedes

Uryens



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The Holy Grail

Possession of the Grail grants:

+1 Deeds

Call on for Faith (Once per character)

Call on for Health (Once per character)

Liquids poured into the Grail are purified of any poisons, germs, etc.

A Miracle would turn liquid in the Grail to blood







## The Burning Wheel “Quest for the Holy Grail”

### Background: Merlin

You have trod the woods and shores of Britain longer than you can remember. Although you look to be a man in his forties, your true age is far older. You know that the fate of Britain is linked to that of the Pendragons. The land and the king are one. You will do what you must to ensure that England can always call on the descendants of Uther Pendragon. It was you who enchanted Uther Pendragon to look like the Duke of Cornwall so that Uther could lay with Igrayne and conceive Arthur. Likewise, you know that Morgana le Fey, Arthur’s half-sister, disguised herself to look like Guinevere and lay with Arthur. Morgana and Arthur conceived a son, Mordred, who has been raised as the son of Morgana’s husband, Uryens. Mordred’s true parentage has remained a secret. The truth would destroy Uryens, and perhaps even Arthur. Arthur already suffers enough once you showed him images of Guinevere and Lancelot together in the Forest of Alvalla.

After being betrayed by Lancelot and Guinevere, King Arthur has grown listless and weak, feeling forgotten by God. He has sent his Knights of the Round Table to find the Grail, to prove God still favors his rule. The Knights have been searching a long time, and many have perished in the Quest. You fear that doom awaits all those who seek the Grail. Only you have the skill and wisdom to successfully complete the quest.

Arthur—Like a son to me

Uryens—Once a great warrior, now he cannot see the obvious

Mordred—Arthur’s son by Morgana...ill-gotten and destined for greater ill

Parsifal—A loyal simpleton, his devotion is commendable

Palamedes—The best warrior Camelot has left

Lancelot—A useful tool; if he can stay sober

Guinevere—A foolish girl ruined by her emotions

Morgana—My former student; brilliant, beautiful, and deadly

### Spells:

**Binding** (p172): Obstacle 2; Bond two or more similar objects together. Number of objects that can be bound equals Will exponent. Items are held together with Power equal to Will.

**Breath of Wind** (p172): Obstacle 4 ‘up’. Roaring winds howl from the throat of the sorcerer. Successes above 4 increase velocity of wind as ‘Power’.

**Call of Iron** (p173): Obstacle 3. Grab objects made of Metal with mystic force. Power versus Obstacle for fixed, inanimate objects; Power versus Will for handheld objects.

**Low Speech** (p179): Obstacle (varies) Talk with animals [Dogs (2); Horses (3); Wild beasts(4), Birds (5); Reptiles (6); Fish (7); Insects (8)].

**Mage Light** (p180): Obstacle (varies) Create light [Candle (1); Lantern (3); Bonfire (4); Twilight (7); Daylight (10)]

**Turn Aside the Blade** (p185): Ob 4 ‘up’. Adds +1 Success to caster for each success over 4, when defending against blades.

**Chant of Making** [costs 1 Deeds Artha] (as Elf Song ‘Doomsayer’ (p101): Obstacle= 1+Target’s Will. Invokes powerful magic to change a target character’s Belief.

### Spell Tax

After casting a spell, roll FORTE versus Spell Obstacle. Margin of failure is subtracted from Forte. If Forte = 0 sorcerer passes out

## The Burning Wheel “Quest for the Holy Grail”

### **Morgana le Fey**

Your earliest memory is of the night Uther Pendragon ravished your mother Igrayne—the result of which was your half-brother, Arthur. You know that it was Merlin who cast the spell that made Uther appear to be Cornwall, Igrayne’s husband and your father. And it was Uther’s men who killed your real father that very same night. Since then, you have vowed to become Merlin’s equal. And you have done so. Enchanting yourself to appear as Queen Guinevere, you snuck into King Arthur’s bed and with him conceived a son, Mordred. Although your husband, Uryens, thinks Mordred is his own, you have told Mordred the truth—that his father is King Arthur and someday the throne of England will be his. Soon, this secret can be revealed to all England but not before Uryens is dead or else he would raise armies against Mordred. When you bring Arthur the Grail, he will agree to anything—including taking you as his new Queen and Mordred as his heir. Guinevere may hope some day to gain Arthur’s forgiveness, but she will never give him what you already have—his eldest son. And you will make Merlin, who watches you with longing in his eyes, your lover and servant.

The other Characters:

Arthur—My half-brother and the father of my son

Uryens—My husband; who serves Arthur as he once served King Uther

Mordred—My son and Arthur’s heir

Parsifal—A foolish commoner who should be mucking stables

Palamedes—A soft-hearted fool; he can be manipulated

Lancelot—Too good for Guinevere; and handsome—at least he was once

Guinevere—Arthur never loved her

Merlin—My mentor and soon my lover

### **Spells**

**Bilious Smoke** (171) Obstacle 5. Sulphurous vapor pours from the wizard’s mouth. Obscures vision (+5 Obs Perception; +3 Obs Observation). Stinging, smothering smoke: Obs 3 Forte test for all inside smoke. Margin of Failure subtracted from Health. Health=0, victim falls unconscious. Distance is 10 paces plus 10 paces for each success over 5.

**Delirium Tremens** (175) Obstacle=Target’s Forte. Wizard’s touch sends senses reeling. Obstacles for victim increase by (10-victim’s Will). Penalty drops by 1 each roll.

**Mask** (181) Obstacle 3 ‘up’. Alter appearance of caster’s face. Additional successes increase Observation penalties to see-through disguise.

**Voice Caster** (186) Obstacle 4. Ventriloquism. Produce sound wherever desired within sight.

**Wind Lash** (188) Obstacle 4. Rain and wind grow hostile (rain and wind must already be present). Obstacle penalties increase: Light rain(+2); Heavy Rain(+3); Storms(+6).

**Witch Flight** (188) Obstacle 3. Leap 10 paces. Add distance with greater obstacle; +10 paces per additional Obstacle [Ex: Ob 8=60 paces].

Sorcery skill is open-ended (all ‘6’s add additional die to roll)

### **Spell Tax**

After casting a spell, roll FORTE versus Spell Obstacle. Margin of failure is subtracted from Forte. If Forte = 0 sorcerer passes out

## The Burning Wheel “Quest for the Holy Grail”

### Lancelot

You were Arthur’s greatest champion, but then you betrayed him by loving his Queen, Guinevere. After Arthur learned of your treachery from his spying sister, Morgana, you fled from Guinevere and foreswore the life of a Knight of the Round Table. You abandoned your weapons, armor, and horse—leaving them where Arthur had found you naked, sleeping in the arms of his wife. You left your equipment alongside Arthur’s sword, *Excalibur*, which had been driven into the earth at your feet. Since then, you have lived as a beggar and pilgrim with the poor and the forgotten. Your former comrades, Uryens, Palamedes, and all the others, would as likely kill you as talk to you. And Parsifal, your former squire, who used to worship you, hates you as well.

Learning that King Arthur sought the Holy Grail, you, too, have begun searching for it. With it, you hope to gain Arthur’s forgiveness and perhaps see Guinevere once more. You were only following your heart by loving her, and you love her still. If only you could have Arthur and Guinevere both. You know that Arthur is sick and ill, and that the Grail may be the only thing that can restore him to health. Uryens and Morgana plot—together or separately—to claim the throne if Arthur dies and leave the throne someday in Mordred’s rotten hands.

#### The other Characters:

Arthur—King and friend, if he will have me

Uryens—A former comrade at the Round Table who is blind to his wife’s plotting and his son’s cruelty

Mordred—Uryens and Morgana’s son; a spoiled youth who should be set down a peg

Parsifal—My former squire, with one foot in heaven and the other in his mouth

Palamedes—A zealous convert to the faith; his piety is too earnest; the word of the Lord should be spread by mouth, not the sword

Morgana—Arthur’s scheming half-sister; who is not to be trusted

Guinevere—The love of my life; I would do anything for her

Merlin—His schemes will see England rule or in ruins

## The Burning Wheel “Quest for the Holy Grail”

### Guinevere

The daughter of Leon Degrace, you fell in love with Arthur the day you first saw him, when Arthur saved your father and his castle from Duke Uryens’ siege. On that day, Uryens knighted Arthur, paving the way for Arthur to become King. You were soon betrothed to Arthur and married. You were very happy until Merlin convinced Arthur to form the Round Table and Lancelot came to Camelot. You fell in love with Lancelot for his elegance, charm, and grace. And Lancelot fell in love with you. He is your soul-mate. Although you both fought the passion you felt, you eventually succumbed. Although your love was secret, Morgana’s spies found out, and Morgana informed Arthur of your betrayal. Arthur found you and Lancelot in the Forest of Alvalla while you were sleeping together. You woke to find Arthur’s sword, *Excalibur*, embedded in the ground at your feet. Lancelot fled and you have not seen him since. Taking *Excalibur* with you, you exiled yourself to a convent on the Isle of Man. When you learned that Arthur sought the Holy Grail you vowed to find it for him. With the Grail, you can win back Arthur’s love and return to the convent at peace. Packing your belongings, including *Excalibur*, you have wandered throughout England, searching.

#### The other Characters:

Arthur—your King and your husband, if he will have you

Lancelot—Your forbidden lover; who loves you in dreams

Uryens—Hates you for betraying the King; for leaving the King with no heir which only fuels his own ambition

Mordred—Uryens and Morgana’s son; yet there is a certain look to him...

Parsifal—Lancelot’s squire, who calls you ‘Lady’ through gritted teeth; he hates you for your adultery and betrayal

Palamedes—A foreigner; he has ever been kind to you even though women are mere property in his homeland

Morgana—The witch who betrayed you and Lancelot to Arthur; she has always been jealous of Arthur’s love for you

Merlin—A schemer who values the throne more than the people

## The Burning Wheel “Quest for the Holy Grail”

### Uryens

You were King Uther’s most loyal supporter. Uther honored you by giving you his step-daughter, Morgana, to be your wife. As Uther’s son-in-law, the throne should have been yours when Uther died apparently without heir. For this reason, you opposed Arthur—Uther never spoke of having a son. Arthur may yet be another of Merlin’s tricks. Yet it was you that knighted Arthur at the siege of Leondegrace and allowed the boy to become King. Since then, you have been a dutiful Knight, and Morgana has blessed you with your own son, Mordred. Although Mordred takes after his mother in most things, he has become a fine warrior under the tutelage of your household guard, the Knights of Tintagel. You take comfort knowing that your lineage will live on after you in Mordred and his children. In the twilight of your life, you have taken up Arthur’s call to find the Holy Grail. Arthur has grown sickly and ill and the Grail may restore him to health. True also, though, is that the people will rally to whomever holds the Grail, and claims himself King. With the Grail, you could claim the throne that was denied to you so many years ago and restore things to the way they should have been if you had not put a boy in a man’s job.

#### The other Characters:

Arthur—The boy I made King. Never again.

Lancelot—Once our greatest Knight, now a traitor to the King because of a woman’s charms

Guinevere—A weak woman who ensnared Lancelot in her net

Mordred—My son, who will carry on my name after my death

Parsifal—A commoner and a squire, but dependable and hard-working

Palamedes—An unproven stranger, who does not belong here

Morgana—My wife, named to me by Uther Pendragon after I killed her father, Cornwall

Merlin—But for him, I would be Arthur’s most trusted adviser.

## The Burning Wheel “Quest for the Holy Grail”

### **Palamedes**

Captured by the Franks in Spain while fighting alongside the Sword of Allah, you came to learn of Christianity and to believe that Christ is our Savior. Your captors, seeing the depth of your new belief, released you as a newly baptized Christian. You have made your way to England, and have fought alongside King Arthur as a member of the Round Table. You have been dismayed and disappointed to see King Arthur surround himself with people who fail to live up to the standards set by Christ and His Apostles.

After Lancelot and beautiful Guinevere betrayed King Arthur, the King sunk into a listless existence, barely able to even sit upon his throne. You were glad to be dispatched along with the other Knights of the Round Table to seek the Holy Grail. It may be the only thing that can restore the King to health and purge Camelot of the decadence it is filled with. The Grail is a great beacon that will convert even the most misguided people.

The other Characters:

Arthur—Rules in England with God’s favor. I could be his equal in the Holy Land..

Lancelot—A coward and a drunkard

Uryens—A sharp-tongued old man, whose barbs hurt the worse for their truth

Mordred—A fat and bothersome child, whose mother loves him too much

Parsifal—A squire; I have need of such a servant.

Guinevere—I pity her for her sins; yet I would make her my Queen in the Levant if she were to wish it

Morgana—Stinks of witch-craft, whether she hides it or not

Merlin—An infidel and pagan; his sorcery is a gift from Shaitan, the Devil.



## The Burning Wheel “Quest for the Holy Grail”

### **Parsifal**

To be a Knight has been your dream ever since you saw two knights jousting in a field. Of common birth, the path to Knighthood is not easily open to you. Still, when you encountered Lancelot alone in a forest one day you followed him and began acting as his squire. Eventually, you were accepted as such and he began to teach you the basics of swordplay, riding, and other manly arts. You thank God for your fortune! For a time, you lived in Camelot among the other squires. But then Lancelot betrayed the King and fled Camelot. Your position crumbled. As King other now sits weak and listless on the throne, sending his Knights in search of the Haly Grail, you have joined in on the quest. You will find the Grail, and bring it to Arthur for the greater glory of God. In your heart, you hope that Arthur will reward you for bringing the Grail by making you a Knight! Does the Good Book not say that ‘the last shall be first’ and that ‘the meek shall inherit the Earth’?

The other Characters:

Arthur—Lord and Ruler; God’s representative on Earth

Lancelot—Traitor to the Crown and Table; his betrayal destroyed your hopes of Knighthood

Uryens—King in the Northlands; a Knight and husband to Morgana

Mordred—A selfish, spoiled boy who was born into wealth and privilege he cannot fathom

Guinevere—Our unfaithful Queen, but a Queen and Lady nonetheless

Palamedes—A foreigner but a proven warrior

Morgana—She frightens me.

Merlin—Powerful and mysterious; best leave him to his own affairs lest he turn me into a newt.

## The Burning Wheel “Quest for the Holy Grail”

### **Mordred**

Your mother, Morgana, has raised you to rule all England after your true father, King Arthur. You are tired of waiting. Morgana fears Uryens’ reaction if he were to learn that you are not really his son. How could he think you were in any case? You do not look like him, nor are you pathetic and weak as he is. You know that with the Grail, you can prove your lineage to King Arthur. King Arthur will know you are his son when you bring him the Grail. And if he doesn’t, the Grail will give you the power to remove Arthur, regardless of what he believes. Your mother and father plan their own petty schemes of power. They have had their chance. Now it is your turn to rule! Your training with the Knights of Tintagel have made you a fine warrior, although it is better to let others fight and weaken themselves, rather than face a fresh opponent.

The other Characters:

Arthur—My true Father; and I don’t care who knows it!

Lancelot—A vain and over-rated has-been—with both his swords!

Uryens—A pathetic and weak old man who thinks I could have sprung from his loins? Hah!

Parsifal—A dirty peasant prattling about his Lord and Savior; I shall make him worship me!.

Guinevere—Beautiful and weak; a perfect Queen. Like father, like son.

Palamedes—A scheming foreigner, I doubt he is really a Christian.

Morgana—My mother. She wants me to hide my true blood. Yet I have waited long enough!

Merlin—Old and senile. But he is a perfect tool to thwart my mother.

## **Burning Wheel Injury and Healing Summary.**

Optional: (FOR CONVENTION / DEMO PURPOSES) Ignore Steel Test for being wounded.

At time of Wounding:

Superficial (+1 Obs), Light (-1D): Apply penalties to Abilities; continue play.

- For Superficial, eliminate +1 Obs penalty with Ob 2 Health test (wound still counts if wounded again)
- For All wounds, 'Shrug off' -1D in penalties with Ob 4 Health test (but wound still counts if wounded again).

Medium (-2D); Severe (-3D), Traumatic (-4D): Apply penalties to Abilities. Wound continues to Bleed

- Midi: Treat within 2x normal Forte in hours or wound becomes Severe. No further bleeding.
- Severe: Treat within normal Forte in hours or wound becomes Traumatic, and continues to bleed.
- Traumatic: Treat within ½ normal Forte in hours or wound becomes Mortal.

Mortal (Dying): Character is knocked flat. Character bleeds for minutes equal to Health exponent. Character then dies.

Will to Live: Character afflicted by 'Mortal Wound' must spend point of Persona in order to be eligible for Treatment.

Treatment:

Superficial: Ob 1 Health test; if failed, wound remains for 10-Forte (hours)

Light: Ob 2 Health test; if failed, wound remains for 24 hours - Forte

Midi, Severe, Traumatic:

- Step 1: Stop the Bleeding (p204).
- Step 2: Treat the Wound (p202)
- Step 3: Recovery (p199)

**ALSO: USE COMPLICATIONS (p70)**

**Character who has just failed a task, fight, or other test, can spend a Persona Point to change the narrative from certain death to some other dire circumstance.**

Duel of Wits	Combat
1. Establish Body of Argument (BOA)	Modified Bloody Versus Test (p.140)
a) Test Dueling Skill adding in dice for ForKS	1. Identify combat skill (Brawling, Sword, etc)
Dueling Skill: Oratory, Rhetoric, Persuasion, Interrogation, Stentorious Debate, Haggling	2. Divide combat skill into Offense and Defense, with at least 1d6 per pool
ForKs: Skills appropriate to the topic and roleplaying	3. Add armor dice into Defense: 2d6 for Plate; 1d6 for Chain
b) Spend artha if desired (Fate/Persona/Deeds)	
c) Add successes to WILL exponent	4. Add 1d6 for Shield into either Offense or Defense
d) BOA equals successes + WILL exponent	5. Add FoRKS (some FoRKS may fit only Offense or Defense)
2. Agree to 'Stakes'	6. Other characters in the scene may give 1d6 Helping die to a combatant; combatant determines appropriate pool. Helpers must narrate circumstance of help (how they are helping).
3. Script Round 1 Actions (3 volleys)	7. Spend artha if desired (Fate/Persona/Deeds) [Player Character with <b>Lowest</b> Perception assigns dice and artha first (tiebreakers: Reflexes, Agility, Speed)]
4. Reveal Actions for Volley 1	8. Both players roll Offense and Defense pools
5. Player 1;	9. Successes in Defense Pool subtract from successes in opponent's Offense Pool
a) Player Character 1 Comments	10. Remaining successes do damage as follows: 1-2 Successes: DMG=.5*(Power + Weapon Power) round up 3-4 Successes: DMG=1*(Power + Weapon Power) 5+ Successes: DMG=1.5*(Power + Weapon Power) round down
b) Helping player character comments/actions—helping players give player 1 a 'helping' die	11. Determine wound status
6. Player 2 (same steps as player 1)	12. Helping Player Characters suffer 1 wound category less than principal combatant (ex; if Merlin helps Mordred, and Mordred suffers a Mortal wound, then Merlin suffers a Traumatic wound
7. Roll dice	13. If wounded, apply penalties to Stats, Attributes, and Skills
8. Successes reduce opponent's BOA by 1	14. If Power, Forte, Agility, or Speed is reduced to 0, character is incapacitated with pain but is conscious
9. Repeat Steps 5-7 for Volleys 2 and 3	15. If Perception or Will is reduced to 0, PC is unconscious
10. Play additional Rounds (steps 3-7) as required	
11. Victory goes to the character who reduces opponent's BOA to 0 without also being reduced to BOA 0	Note1: Combat is deadly.
12. Compromise is required if the victor's BOA is reduced from its starting value	Note2: Optionally, add bonus die for character with higher Reflexes, Agility, Power, Speed (1 die per Stat/Attribute)
13. If BOAs reach 0 in the same volley, DOW is a tie: --Either both win stakes with major compromises --Or both lose, and issue is shelved for now	Note3: Optionally, eliminate bonus dice for a character if number of combat rounds exceeds character's Forte
14. Note: A Player can never be forced into a DOW.	

## TROUBLESHOOTING

### 1) What if the players immediately agree to take the Grail to Arthur?

Great! First, if Merlin is an NPC, use him to try to get the Grail from the players--never to be seen again. Once the characters are with Arthur, it's time to try and get the players to reveal the secrets that should cause conflict. Arthur can rail at Lancelot for his betrayal, and demand Lancelot choose loyalty to the throne or love for Guinevere. Likewise, Arthur can be mean to Guinevere--to see if that sparks Lancelot to come to her defense. If Lancelot does not earn Arthur's forgiveness, he remains an outlaw, and can therefore under the law be attacked and killed by anyone without penalty. Arthur can bitterly scold Guinevere for betraying him, and thereby leaving him without an heir! Mordred should jump at this bait. Morgana and Merlin could as well. If Mordred is revealed to be Arthur's son--and not Uryens', Uryens should have to re-evaluate his thinking. He could turn on Arthur, Morgana, or even Mordred in order to avenge his humiliation. Arthur will likely look to Uryens for advice, reminding him and the other PCs that Uryens was the noble who 'Knighted' him. Parsifal should perk up at this-- Parsifal wants to be a Knight. In addition, Arthur will describe his plans to lock the Grail away in a vault in a grand cathedral, never to leave England. This should spark some reaction from Palamedes, who wants to take the Grail on a Crusade.

So, I'm hopeful that there is enough conflict in the character sheets that subtle prodding from the King will bring the conflicts out in the open.

### 2. But what if there are no conflicts and the players continue to act together?

It may be a very short game, but theirs' the breaks! But see question 3.

### 3. What if one or more of the characters takes the Grail and doesn't go to Camelot?

First, use the chase rules to see if they get away (assuming someone is chasing them). This type of game will be very open-ended. Palamedes will likely try to go to the Holy Land. Morgana may take it to make herself Queen; Uryens to make himself King! Cool! See what happens. There may be a scene in King Arthur's throne room where the secrets and rivalries are revealed, which results in Arthur sending some characters to retrieve the Grail from whomever has taken it. Remember 'say yes or roll the dice', and cut to the important scenes. If Palamedes takes the Grail to the Levant in order to raise an army of Crusaders, then cut to a scene after the Grail Army is formed and arrayed on the battlefield of Jerusalem against the Muslim army—led by Sal ul-Din, of course. That's when the other player characters arrive. Likewise, if Uryens takes the Grail to raise his own army to challenge Arthur, then cut to the Siege of Camelot! Etc...

### 4. What if Parsifal achieves a 'miracle' to take the Grail to King Arthur? No problem...depending on the wording, it would be cool if the miracle brought Arthur to the Grail Chamber, then just carry on play as if in the throne room. Alternately, the miracle could bring the Grail, Parsifal, and all the other characters to Camelot.

If Parsifal succeeds in miraculously bringing the Grail to Arthur, then so be it. If Parsifal requests it, Arthur should make him a Knight of the Round Table, Finder of the Grail, and name Parsifal as his heir, as the King has no natural child of his own (that he knows of). This 'adoption' will be posted and announced by all the heralds of the realm. Morgana and Mordred should be inspired to act. Arthur will announce the building of a grand vault in which to lock the Grail for eternity. Palamedes should be

inspired to act. Assuming Parsifal tells of encountering Lancelot and Guinevere, Arthur will task his newest Knight to bring Guinevere to Camelot safely, over Lancelot's dead body if need be. So, there's still plenty of 'game' left.

5. I welcome any comments, feedback, or actual play reports for anyone who gives this a try! My email is [pmelwhite@msn.com](mailto:pmelwhite@msn.com)

Mel