

New Avalon

Written by Lauren Bond

Legends are coming back to life.

New England / nestled in a valley / population 7,300

Background

The town of New Avalon has always been a place where bizarre things happen, but most the inhabitants tend to look the other way, it's not worth getting involved. A small and quiet town, where most people know each other, and rumors spread faster than the speed of light.

The nexus of strange events has for the longest time been New Avalon High. There we find our protagonists, seemingly ordinary on the outside. Each of our character's is a recurrence of a character from the Arthurian legends, in fact some question how many 'normal' students even attend New Avalon High. Though no one will ever admit there is anything out of the ordinary happening, and students with mysterious powers will work to keep them hidden.

Someone or something has brought these recurrences of mythological figures into being, twisting with fate, pulling strings and undoubtedly messing with forces beyond their control. Our protagonists must navigate the complexities of high school as well as the pressure of destiny and fate. Not to mention peer pressure, school dances, dating, and of course sex. All the while, a great evil is rising.

The characters may or may not initially know who they are a recurrence of (though the players will), this is something that can come out during play as the plot evolves. The story is intended to be as much an exploration of the character's discovery of who they are, who they were and who they will be. The MC can provide external pressures to push the characters to make choices about their identity, and decide if they will relive the myths or not.

This game is not intended to be a retelling of the legends. But rather a high school AU. What happens if these people are high schoolers? Who falls in love? Who falls to evil? And who is the hero?

Scene Locations

- ✦ New Avalon High School, it's full of students, teachers and drama.
- ✦ NA Community Center. Every sport, and some weird activities.
- ✦ Valley Crest Mall, complete with an arcade, a teenage dream.
- ✦ Providence Hospital, even the mighty get wounded.
- ✦ The Lake, large, towards the north end of the town, public access and plenty of lake front property, and probably no monsters.
- ✦ Fisher Park, located outside of town, a large park where is it easy to get lost. Also there is a well.

Skins

This setting is designed to be played with the variant Monster heart Skins:

- ✦ King Arthur
- ✦ Queen Guinevere
- ✦ Morgan Le Fae
- ✦ Launcelot
- ✦ Galahad
- ✦ The Green Knight
- ✦ The Lady of the Lake

While the skins reference the gender of the character from the Arthurian Legend, players are in no way required to retain this gender in their characters.

The MC is at their liberty to include or exclude other characters from the Legends, or skins that are not selected.

Playing Launcelot

Protective, impulsive, passionate, and impressive. Launcelot has always been one of the most talented knight's of the Round Table, few have bested him in combat. Despite this, he constantly strives to prove himself, both in virtue and skill, and yet continues to find himself wanting.

The two stat choices for Launcelot show his overall nature as someone who solves problems physically, and his desirable nature. It is up to the player to lean into his aggression (Volatile 2 & Hot 1), or his temptation (Hot 2 & Volatile 1). In either case, with consistently low Dark and Cold, he is not one to keep his head, or hide his nature.

In the Legends, Launcelot is consistently one of the most impressive knights of the Round Table, and Aurthur's right hand. Yet in virtue he has often fallen short, only able to glimpse the Holy Grail, he was never quite enough. In the end, he was also a betrayer, he fell to temptation and caused the divide within the Knight's that led to the downfall of Avalon. Launcelot is a knight that tries to be the best he can be, to rise above the failings of humanity, but it always remains just out of his reach.

Credits

*This is a fan Skin for Monsterhearts 2, designed by Lauren Bond
Check out the game at buriedwithoutceremony.com*

Photo: N. C. Wyeth's illustration for The Boy's King Arthur: Sir Thomas Malory's History of King Arthur and His Knights (1922)



Launcelot

You have always been one of Arthur's loyal and most trustworthy knight. And yet, you remain complicit in the destruction of the Knights of the Round Table and the death of the Once and Future King.

Your own personal failings, and weakness of mind and spirit betray your most noble intentions. You strive to prove yourself, and somehow never quite seem to measure up.

Identity

Name: Lance, Faris, Lando, Alexis, Raymund, Adela, Patrick, Takashi,

Look: rugged, smoldering, frantic, edgy, earnest

Eyes: fierce eyes, savage eyes, captivating eyes, deep eyes, smoldering eyes

Your Backstory

You lack subtlety. Give a String to everyone.

You've spent weeks watching someone from a distance. Their look and mannerisms are unmistakable to you now. Gain two Strings on them.

Strings

Darkest Self

You succumb to your inner demons, to madness. Every word and action of others seems a slight to you. You crave power to show others your superiority; they must be brought down and made to bleed. You escape your Darkest Self when you wound someone you really care about, or you are shown kindness by those you have hurt.

Harm

Experience

- Add +1 to one of your stats.
- Take another Launcelot move.
- Take another Launcelot move.
- Take a move from any Skin.
- Take a move from any Skin.
- You're part of a **Knightly Order**

Conditions

Hot 1	Cold -1	Volatile 2	Dark -1
Hot 2	Cold -1	Volatile 1	Dark -1

Launcelot Moves

Choose two:

○ **Dominance**

When you best someone in a challenge or competition, or deal them harm take a String on them.

○ **Defending the Weak**

Add 1 to all rolls against others when protecting those who have been harmed in this scene already.

○ **Knight in Armour**

When sufficient and relevant protective gear any harm that you suffer is reduced by 1, and you add 2 to all rolls to *Keep Your Cool* when faced with threats or harm or violence.

○ **Resisting Temptation**

When someone succeeds in a roll to *Turn You On*, in addition to the normal results add the following option: turn down their advances and roll to *Shut them Down*.

○ **Take the Blow**

When you leap into the way and take the blow instead of someone else, roll with Volatile. On a 10 up, you take the harm instead of them, but reduce it by 1. • On a 7-9, you take the harm instead of them.

○ **Knight Sense**

When you rely on your instincts to make sense of a charged situation, roll with Dark. On a 10 up, ask the MC three questions from below and take 1 Forward.
• On a 7-9, ask one question from below and take 1 Forward:
✦ Where's my best escape route or way in?
✦ Which enemy is the most vulnerable to me?
✦ What's their secret weakness?
✦ What poses the biggest threat to me?
✦ Who's in control here?

Sex Move

When you have sex with someone, you establish a deep spiritual connection with them. Until either of you breaks that spirit connection (by having sex with someone else) add 1 to all rolls made to defend them. You can tell when that connection has been broken.