



*You don't have long to live now,
well I know:*

*already I see them looming up
beside you – death*

and the strong force of fate...

The Iliad

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THE CROWNLESS

A Promise Kept

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The Story of Gruffudd and Arven

The two met in training. While Gruffudd was the pinnacle of beauty and grace on and off the battlefield, Arven was his equal, charming and warm, a bumbling man that won Gruffudd's heart.

The two fell in love, blades clashing and laughter echoing in the sparring arena. Inseparable they were, until the day Gruffudd made

a Wish – though content, he was not satisfied. He craved to be the best, an unbeatable sword, a true warrior.

However, corruption took root in Gruffudd. Arven could do nothing to stop his lovers descent and failed,

multiple times, to strike him down. Yet he lived to tell the tale, as Gruffudd, even in his madness, could not slay his lover.

5

Gruffudd the Undefeated Blade

32hp | 2d6 Damage | Parry

Gruffudd is a skilled blade master, never bested. Whenever he makes a successful Defense roll, he attacks that target for 1d6.

For a truly tragic end, have Arven land the killing blow, but also die in the act. Finally, he and his lover are at peace.

6

The Cliffs of Triumph

The Crownless approach the Cliffs, having heard of a mighty foe at its apex, drawing a host around its mighty magnitude. Upon their approach they see a warm bonfire with an armoured fellow, wearing armour that resembles the rotundness of garlic or onions. He warmly greets them, introducing himself as Arven, and inquiring what brings them here.

For himself, he says, he is here to slay the mighty Gruffudd, this powerful entity the Crownless have heard of. He whispers, "I have a promise to keep, you see... And I have not been able to yet. Would you help me, perchance? Help this sorry old knight to fulfill his most precious of promises?"

2

The Sword Aspirants

Martial hopefuls gather together, training night and day, in adoration and worship of the Undefeated Blade. Led by **Mentor Millicent**, the only one to have faced Gruffudd and be forgiven for her failure, the Aspirants train to one day face Gruffudd, hoping to do the impossible – defeat him in combat.

Postulants: Masterful warriors, dancing with their blade in a violent, yet eloquent, display.

8hp | 1d6 Damage | Attacks twice

Mentor Millicent: Draped in flowing blue garments with bright red hair, twin bladed she sways, a graceful and willful duelist.

16hp | 1d8 Damage | Attacks thrice

3

The Apostles of Steel

Prayers sung through steel and worship in rejection of flesh for metal, the Apostles of Steel gravitate around those of unbridled power. Their leader is **Forgemaster Roderick**, a fervent metal grater, with four iron arms stabbing out from his back. In Gruffudd they see an Ascended, one who has merged entirely with steel.

Acolytes: Alloyed individuals, craving violence and to prove themselves worthy of Ascension.

8hp | 1d6 Damage | +1 Armour

Forgemaster Roderick: A jittery abomination of metal and flesh, emotionless and stoic in his faith.

16hp | 4d4 Damage | +2 Armour

4

Welcome CROWNLESS, friend

I remember him, beautiful, blade and hair flowing as water. His laughter would boom like thunder with a smile like a sun peaking behind the clouds. I adored him, as anyone would. And for whatever reason, he adored me too. A tyrant with a blade yet a gentle lover still.

"Promise me," he told me as we laid together in that sweet crisp night, "That we'll die together, that we'll never be apart. Promise me."

Blade unsheathed and pointed towards his now twisted, armour-fused self, I, Arven the Garlic Knight, proclaimed before the man I love, "I have come to keep my promise, my love. Forgive me."

1



1. The Friend (Arven)

A **Bonfire** is lit, with a knight humming a happy tune. He wears a rotund kind of armour, reminisce of garlic or onions.

This is **Arven** (He/Him), a friendly Knight, once lover of **Gruffudd**, and the catalyst for this quest. He asks them to aid him in felling **Gruffudd**, but does not reveal his relationship with him yet.

2. The Battle

Two opposing factions clash, a group of well trained and coordinated fighters in blue facing off against metallic limbed humans.

Roll a d6: 1-3, the **Aspirants** win, 4-6 the **Apostles** win. Players fight 1d4-1 of them.

3. Sounds of swords clashing 6. Sounds of chanting and hammer against anvil.

3. The School

Home of the **Sword Aspirants**, led by **Mentor Millicent**. It is an austere, military camp like situation, with a group of **Aspirants** sparring and training.

Roll a 1d4 for how many **Aspirants** fight before **Mentor Millicent** intervenes.

4. Sounds of loud sighing on a stony path.

4. The Craven Aspirant (Hawkheart)

A crestfallen **Aspirant** sits on a stony path, seeming in deep thought. He has abandoned his fellows to death and is listless in grief and shame.

5. A gentle hill leads to an inviting glade
8. The sounds of battle and screams are heard loudly, with steel clashing.

5. The Hut

The once home of **Arven** and **Gruffudd**, a quaint cottage with various training equipment scattered about.

He will reveal his relationship with **Gruffudd** here, as well as explain any relevant lore. This is the first place that really dampers **Arven's** spirits.

6. The Forge

Home of the **Apostles of Steel**, led by **Forgemaster Roderick**. The air is filled with chants and prayers, intermixing with the sounds of the forge.

Roll a 1d4 for how many **Apostles** fight before **Forgemaster Roderick** intervenes.

5. Bridge across a rushing river 7. A lonely alcove, filled with prayer.

7. The Ascetic (Shiri)

A steel armed **Apostle** sits peacefully, watching the river flow by her. The air is filled with a strange warmth radiating from her and she is friendly. She has ascended, she says, not through might, but through conquering her own body and impulses, now at peace.

8. Across a river, sounds of battle.

8. The Apex (Gruffudd)

After the scene from pg 6, **Arven** steps forward, leveling his blade towards the savage **Gruffudd**. He proclaims, through tears, "I have come to keep my promise, my love. Together until death. A death I will deliver."

Area is a mess of shattered stone spires and corpses, swords, and armour.