

Humans need fantasy to be human.

To be the place where the falling angel meets the rising ape.

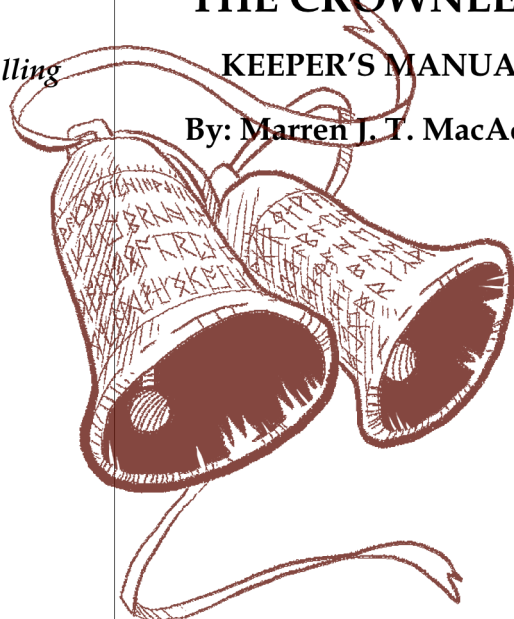
Terry Pratchett

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THE CROWNLESS

KEEPER'S MANUAL

By: **Marren J. T. MacAdam**



Your Role as KEEPER

You are the world and it's narrator for the Crownless to explore, working together to tell stories of desperate few who will slay gods and set the world right. To start, set the Vibe of the game your table wishes to play and establish safety tools (Suggestions: X Card, Lines and Veils, Script Change)

You tasks are:

- Set the scene
- Speak for NPCs, Foes & the Votary
- Keep things fun and moving

Bonfires

Bonfires are sites of respite and where the Crownless will return if they die. Create them when your players need to heal and choose an NPC that awaits them there.

Creating your VOTARY

A Votary is the helpful and guiding NPC for the players, bringing them back from banishment. Choose an Archetype for your Votary and three distinct features for them.

1. The Burned One: This world hurt you, wounds running deeper than roots. You'd see it burn.

2. The Faithful: The world felt rotten, its stench nauseating. Now you will heal it through flames.

3. The Scorned: You lashed out and bit at the world and it manaded you.

4. The Stoic: Your family has always answered the call of the WYRD and you did not stray from that path.

The Votary acts as the catalyst for the game, explaining the lore and reason the Crownless are here.

Running THE CROWNLESS

As KEEPER, your role is to create the space for your players to play.

1. Establish the scene/ space

2. Introduce Foe, NPC, or Lore

3. Allow players time to engage

4. Progress and repeat OR Bonfire Rest

Creating Foes and Pretender Gods

Roll two or three times for Foes and once for Pretender God. Think of the connection between these two.

Encounter: Roll d6. 1 is Easy (4hp/1d4 dmg) 2-5 is Medium (8hp/1d6 dmg) and 6 is Hard (16hp/1d8 dmg). For Gods, use 32 hp and 2d6 for dmg. Feel free to give Pretender Gods unique skills and flavour.

Welcome KEEPER, storyteller

Rise, you KEEPER, navigator of the fogs and Herald of the Crownless. You aided the Crownless as they rose, and hid when they were banished. Your Sanctum kept you safe until you could once again call them home.

The WYRD speaks through you. And you knew the world would become what it is but were powerless. Until now.

Your oath keeps you bound to not act directly against the Pretender Gods, but says nothing of aiding those who still can. And so, you gather them at your Shrine to strike out again. *For the WYRD wills it and you will see its will made manifest.*

Charts for your Stories

Location

1. Mist shrouded castle

2. Sun blasted hills

3. Moon bathed valley

4. Insect buzzing swamp

5. Church of the God Kins

6. Crumbling capital city

Foes

1. Undead knights and soldiers

2. Twisted tree-like beasts

3. Wandering, aimless golems

4. Bestial, deranged humans

5. Scaled dragon worshippers

6. Hungering God Kins

Friendly NPCs

1. Balthazar the oath-bound knight

2. Izara the moon-touched mage

3. Spertos the sun-kissed prophet

4. Garian the rotund warrior poet

5. Toq the one-armed swordsperson

6. Isha the bane of undead

The Pretender Gods: Bosses

1. Ruthi the Inkstained, Rust of Control

2. St. Vaskar the Blasphemmer, Rust of Decide

3. Lod the Oathbreaker, Rust of Wrath

4. Ryker the Autocrat, Rust of Envy

5. Loretta the Insidious, Rust of Avarice

6. Adan the Festering, Rust of Vanity