

CROWN SERIES I: ZHORBAS FESTIVAL



WELCOME, TRAVELER, TO THE SECOND CROWN Series oneshot! If you haven't played the prologue (Crown Series: Groundbreaking Past) you can still enjoy this adventure independently.

SETTING

This story takes place in the bustling city of Zhorbas, capital of the Sylvas kingdom. The landscape surrounding the city is a desertic plain, where the earth is dry but allows for some vegetation. The sun hits hard in this part of the world, so most people can be seen wearing loose white tunics, and houses are built for insulation. The annual Zhorbas Festival is near, and the city is glistening with joy. It is a grand celebration filled with parades, street vendors, and throngs of people. As the parade progresses, a grand float passes by, showcasing the kingdom's prized royal relic, which has been in the family for generations: the Gauntlet of Gungnir.

CHARACTERS

- **Anakh Tor:** The reigning monarch of Sylvas. "Anakh Tor" is both the title and name of the ruler. The previous ruler is referred to as Anakh Tor'a, with additional suffixes for predecessors further back.
- **Judge Emeth:** The stern judge responsible for sentencing the players.
- **Francis:** The orc leader of the 14th pavilion's infantry. He is a kind hearted and relaxed individual who is proud of his work and his nation. His muscles are as big as his heart.
- **Felmuth:** A suspicious human and leader of the 14th pavilion's magic division. He has been friends with Francis for many years now, sharing the direction of the pavilion. He has long shoulder length dark hair and speaks in a hoarse voice despite not looking very old.

PLOT SUMMARY

ACT 1: THE FESTIVAL HEIST

- **Setting:** Zhorbas Festival, midday
- **Event:** As the Gungnir is paraded, a loud noise disrupts the festivities. A figure on a Carpet of Flying swiftly swoops in, causing panic and confusion. In the bat of an eye the Gauntlet is stolen from it's float.
- **Action:** The city's Sentinels with spears and the flying Guardia Adamantia mobilize to lock down the city, blocking exits and searching for the thief. The players get accidentally caught up in the mess. This leads to their capture by the Guardia Adamantia, who encase the city in a magical veil preventing anything from leaving.

ACT 2: SENTENCED TO 14TH PAVILION

- **Setting:** Zhorbas Police Station, then 14th Pavilion. The pavilions are a set of encampments outside the city walls which serve as the barracks for the country's military forces. They circle the city as a second protective layer. The military presence in Sylvas has been steadily growing since relations with neighboring country Abryae Republic.
- **Event:** The party is questioned and, despite dubious evidence, are sentenced by Judge Emeth to a month of "voluntary" work at the 14th pavilion of the military service.
- **Action:** At the 14th pavilion, they meet Francis, the orc leader, who assigns them domestic tasks and daily training. They are tested by fighting a Death Dog to prove their mettle. This monster is conjured up by Felmuth in a distinctive display of magical power. After defeating the dog, Felmuth, the shady leader of the magical division, congratulates them and officially names them an elite team within the pavilion.

ACT 3: RISING TENSIONS

- **Setting:** 14th pavilion, two weeks later.
- **Event:** The players experience routine tasks and training, learning more about the veil and the tense situation with the neighboring country, Abryae. This time can be used as downtime to pursue conversations during night watches, hobbies or other activities. The pavilion consists of around 50 people so there is a lot of movement to go around. While on guard duty, a player notices a reddish tint at the veil's edge. After some time a song can be heard ringing in the air. It is sung by a female voice and is followed by a red beam shooting out of the horizon, destroying the veil, all encampments 7th to 13th and part of the city wall. As the dust settles the arrival of an enemy army marching down makes the military spring into action. The army is composed of several individuals that upon closer inspection turn out to be hollow pieces of armor. The individuals start pouring into the camp through the tear in the veil. Additionally, a feminine figure makes it's appearance in a set of glistening scarlet armor, thrust upon a palenquin holding a longbow. Although too far away to see details, it would seem she is leading the forces.

- **Action:** The players defend against Animated Armors trying to invade the camp. After clearing the immediate enemies, a loud screeching sound can be heard and a Dhergoloth pours out of the ground. Similar events can be seen happening at the other pavilions. The players battle the Dhergoloth and the Guardia Adamantia eventually arrives, neutralizing the remaining threats. When the Dhergoloth is killed, players notice a very distinct magic style, very similar to the one used by Felmuth to summon the Death Dog.

ACT 4: A SHADY MISSION

- **Setting:** 14th pavilion, some days later.
- **Event:** The party is promoted to a special reconnaissance squad, tasked with a mission into Abryae with instructions of possible retaliation. This special squad is under the supervision of commander Victor Pixie, a tall slender man with a moustache and a middle parted undercut. They are given their choice of a +1 enchanted weapon or armor and special white uniforms with a purple line that runs through them in the colors of Sylvas. Being a Striking squad, however, these uniforms are fit with a special sigil in the wrist that when pressed turns the white into black and viceversa. The squad is formed as an elite force, betting on striking fast and accurately directly on enemy territory before they can regroup.
- **Cliffhanger:** On the night of the mission, the magical division's leader Felmuth instructs the squad to stand on a magic circle awaiting mass teleportation into enemy territory. He begins casting the ritual and the last thing the party sees before vanishing into darkness is the wizard's unsettling smile.