

# The Crucible — Player Primer

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## Your Summons

You have been personally called to aid Lenox Foxroy — last surviving member of the once-great Stormtalons.

In answering his letter, you are stepping into more than a favor for an old friend. You are stepping into the **Apex Event of the Crucible** — the greatest and deadliest proving ground known to mortal kind.

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## What is the Crucible?

- A sacred land-mass situated between three continents where adventurers are tested by **gods and kings alike**.
  - The center of ancient **leyline power** connecting the mortal world and the Divine Gate.
  - Victors earn **fame**, **fortune**, and **boons** beyond mortal reach.
  - Only four parties have ever claimed victory in **Apex Event** in the last 400 years.
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## Why Your Presence Matters

- Without a full party, Lenox's entry into the Apex would be denied.
  - By stepping in, you inherit the Stormtalons' reputation — and their debt to fate.
  - Success means glory, wealth, and perhaps something greater.
  - Failure may mean death... or worse.
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## What You Should Know

- **Boons** earned by the Stormtalons will be granted to you upon arrival.
- You may face **trials** of strength, mind, loyalty, and will.

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## Your Journey Ahead

- You will be expected to meet Lenox within the Crucible itself within a fortnight.
- Transportation has been arranged via **Stormtalon Credit** at most major junctions.
- Prepare wisely.
- Bring not just your sword — but your judgment.