

# The Pearl Throne



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## World Introduction

*The Island nation of Leve has stood proud and undefeated for centuries. Every challenge thrown at it has been valiantly overcome; no storm of nature or siege of men has forced a Levan to yield in defeat. Ever.*

*But now, for the first time in their history, every Levan—from those bedded with the finest of silks and bustiest of wenchies to those amongst the soggiest of hay and loudest of chickens—lays restlessly awake, knowing that their greatest defense has been forever broken.*

*The Levan King has gone mad.*

*And without a sound ruler to bind them every last Levan will, very soon, be effortlessly annihilated by the Raiders of the West.*

*Countless lives hang in the balance and mere hours remain to make one choice: which man or woman shall ascend to the Pearl Throne and rally Leve's defenses?*



## Game Details

*This is a Live-Action Role-Playing Game where 14 people will dress, think, speak, and move like a specific (assigned) character for 3 continuous hours. The game will be hosted at Joe's house (thanks Joe's house) on Saturday, September 8.*

*Imagine the setting to be typical renaissance Europe in terms of technology, society, and fashion.*

*Everyone must bring (likely) \$10 to create a cash prize pool (for best costume, best roleplay, and most game points). Everyone must bring something (will be assigned) to contribute to our mid-game potluck feast!*

*Four unique Factions will barter, bribe, and bully (and lie, lots of lying!) amongst and within themselves to become the most powerful—earning that one Faction the opportunity to (post-game) publicly vote in one of their members to be the next to sit atop the Pearl Throne.*

*The current (insane) king and his (very sane, trust me) jester will roleplay amongst everyone else. These two will be prepared and willing to dispense useful (though not necessarily so) information, initiate lucrative (though not necessarily so) quests, as well as wander around being genuine lunatics that no one has the power to back-talk, ignore, or stop.*

*Team objectives exist. If a Faction achieves its team objective then every member of that Faction will benefit. Every character has an individual win and lose condition (you gain lots of points if the win happens, you lose some points if the lose happens).*

*All characters will equally begin with a unique combination of pearls (cash), political status points, secret rumours about other characters, and action cards (specific single-use weapon cards).*



*Every character will have one loyalty token that they can give to the leader of any Faction—providing tangible evidence that they belong to that Faction.*

*The game will be divided into 3 phases.*

- 1.) **Talking only.** No trading of resources or showing of rumour cards. No Action Cards can be used. If you give away your Loyalty Token you can receive it back without mechanical penalty.*
- 2.) **Trading allowed.** You can trade resources and show rumour cards. No Action Cards can be used. If you give away your Loyalty Token you can receive it back without mechanical penalty.*
- 3.) **Action!** Action Cards can now be used. Loyalty Tokens can no longer be returned once committed to a Faction.*



## Factions and Characters

### *Faction One: The Iesten Royals*

*The Iesten family colours of ocean blue and sterling silver adorn the Pearl Throne. However, with the current king swiftly declining in mental health it will be up to one of his twin children to ascend the throne and save the Levan people. Both children love their father dearly and seek to carry on the legacy (of his better years).*

***The Elder Son- Don-*** *You love your father. Your brother? Well... he's OK, I guess. That pet jester your father keeps around is a waste of valuable air. You don't trust the Aldei. Not. One. Bit. Oh, and the Union is nothing more than a horde of filthy, whiny, lazy scum. You can't fathom why you're referred to as "the cranky one".*

***The Younger Son- Garret-*** *Even though he's taller, smarter, stronger, faster, attractiver, charminger, and a better speller than you you know that you're better loved by the people. And that's because they know a real leader (you) when they see one. Just because your brother is 5 seconds older (I'm still impressed too) than you it doesn't mean he'd make a better successor. Oh! And you have a killer fashion sense.*



## *Faction Two: House Aldei*

*The Aldei house stands proud atop many generations' worth of leaders that provided peace and prosperity to the Levan people. But now, three generations after the Iestens assumed the Pearl Throne, the Aldei have contended themselves as existing as respected political role-models for their beloved kingdom. House Aldei's Purple and Gold house colours are a welcome sight to the majority of the Levan population.*

***The General- Craig-** You were trained by the best strategist in Levan history, the Aldei general that taught you everything she knew—and no lesson was lost on you. Any military personnel from any rank will accord you more respect than they'd every consider affording to any living (or deceased) Iesten. You are the paragon of Levan honour, Leve's true son.*

***The Lady- Kalista-** Looking out for Leve's best interest is all you, and House Aldei, has every existed to do. Your social charity and activism has done nothing but better the lives of countless Leves. You do not resent the Iestens their current hold on the throne, as you know that whosoever leads Leve best deserves that seat, and the Iestens have forged a considerable legacy in only three short generations. As leader of House Aldei you commit all of your resources to ensuring a better future for Leve.*

***The Aide- Mark-** You've served House Aldei for your entire life and they have sheltered, fed, clothed, and provided you with all of the entertainments and resources that as loyal a servant as you could have ever hoped for. Providing The Lady with her every wish is your sole desire.*



### *Faction Three: The Union*

*The Tradesmen's Union has no official leader. Instead, all of the Union's decisions are democratically determined by representatives from each of the kingdom's most crucial professions. Every blacksmith, carpenter, fishmonger, and farmer in Leve is counting on their representatives to choose the best leader for the interests of the working peoples. Anyone that believes in a union of the working peoples of Leve is proud to wear any red armband to represent their solidarity with the cause.*

***The Carpenter-Megan-** Your father was a carpenter, and your father's father was a carpenter. It's in your blood. It was generally agreed that you are the most likeable of all The Union representatives, thus you serve as the unofficial spokesperson for the entire Union. Perhaps it's due to your enthusiastic nature, or your natural charisma. In any case, a large portion of the working class whisper that you ought to be their ruler.*

***The Blacksmith-Kendra-** Your weapons and armor are the finest in the realm, and you are well known for it. Perhaps it is your patience, meticulous nature that makes you such an apt artisan. Despite being known for your sense of loyalty, you recognize that the current regime does not serve the working class as well as it could, and believe change is in order.*

***The Fishmonger-Kyle-** Ay, the sea is more your home than any land-lubbers' rock. But then again, you only come here for the rum. Yes, all of that delicious rum! They say you're gruff and abrasive, but they're wrong so don't mind 'em anyway—an experienced sea-dog like you simply knows how to get the job done. Your mateys you to be a strong, capable captain and thus nominated you to represent all fishmongers of Leve*

***The Farmer-?-** When the time came for the farmers to elect a representative, you were the only one to raise your hand. The rest of them couldn't spare the time away from their fields. Luckily, your wife and your 16 children can handle things while you are away. You are quiet and reserved, and although you don't have a formal education, your many years have brought you great wisdom.*



## *Faction Four: The Guild*

*The Merchants' Guild is the mouthpiece for the entire upper classes: those that were born-with-a-silver spoon as well as those that bled and sweat from rags to riches (statistical anomalies though they are). These powerful few lack political strength but have the economic might to ensure their privileged positions are secured.*

***The Foreign Merchant- Joe** You are a successful entrepreneur from the notable country of (name it or I will) that has travelled for many hard days to reach the Island of Leve. Here you have found a wealth of opportunity. Though you carry an obvious accent and hold some uncommon customs the Leves have warily accepted your presence. You are certain to assure everyone that you seek only to better the situation of your people and the Leves.*

***The Local Merchant- Stef** Your business has been in steady decline for months but you've faced worst in your past. [Tell me more Stef! ;)]*

***The Trendsetter- Annie** The Guild has done much to further your career as a fashion superstar in (what you now consider to be a back-water pit-stop on your journey to even more greatness) and so you're familiar with them and many of their associates that would give anything to bask in your greatness. Too bad they're all drab. But you? You're vogue, you're chic! You're sizzlin' baby!!! Yours is the epitome of a celebrity lifestyle.*