

ROMANCE OF THE SEVEN WORLDS

CASTING

18 May 2021

This is the list of game roles in the *Romance of the Seven Worlds* megagame taking place at Wellycon on Saturday 5 June 2021.

All roles are gender agnostic. Most of the names were created with a random generator. If you like the role, but not the name, feel free to suggest a better name.

To reserve your role in the game, email Dillon Burke at grand.vizier@gmail.com with:

- your top three role choices;
- whether or not you wish to be a secret rebel; and
- indicate if you are opting in to the Romance part of the game (if you do not mention this, the default assumption is that you are **not** opting in).

Only a few of the people willing to be rebels will be chosen as rebels at the start. The Romance game provides a way of gaining friends and rivals, and changing your objectives in the game. For more information see: <https://texarkana23.wordpress.com/2021/04/25/putting-the-romance-in-romance-of-the-seven-worlds/>

All roles will be allocated on a first come, first served basis. As time permits, this document will be updated to indicate which roles are still available. A list of the roles follows below. Many roles will be privy to secret information or plots not listed here. You will get those details in your briefing on the game day and in an email sent out before the game. Following the list of roles is some background on the various worlds.

Because factions will emerge in play, this game does not have formal teams at the start of play. The characters who come from the same world can be regarded as frenemies – they have to work together to ensure their world’s survival, but they are competing within an oppressive feudal power structure.

ROLES

Game Role	Character Name	Available?	Notes
Emperor	Taran the Terrible	NO	This is a demanding role – almost everyone in the game will want to talk you.
Imperial Family	Dax Taran	Yes	This role has few formal powers – you will need to be a self-starter.
Imperial Family	Sharga Taran	NO	
Imperial Minister	Orcan	Yes	These roles are focused on the imperial government. They are suitable for new players and people who want to try the megagame experience for a couple of hours. More minister roles will be added as needed.
Imperial Minister	Keni Teni	Yes	
Imperial Minister	M’Reena	Yes	
Earthling	Dash Warden	Yes	Ace pilot.

Earthling	Jordan Chen	NO	Journalist. This role involves public speaking.
Earthling	Ezra Agarwal	Yes	Tech Entrepreneur/Scientist.
Noble	Chewic Bren	NO	Titular ruler of Brenna.
Noble	Vilga Fang	NO	Titular ruler of Fangoria.
Noble	Misha Duran	NO	Titular ruler of Durance.
Noble	Tharg Mina	NO	Titular ruler of Minasta.
Noble	Elegance Adroit	Yes	Titular ruler of Ishkur.
Noble	Hannath Vow	NO	Titular ruler of Volan.
Guild	Ascan Burner	NO	Head of the Rocket Guild on Brenna.
Guild	Cinnra	NO	Head of the Companion Guild on Fangoria.
Guild	Gauntless	NO	Head Librarian of the Imperial Archives on Durance.
Guild	Vortaxan	NO	General of the Mercenary Guild on Minasta
Guild	N'Moru	NO	The High Priest of the Great God Dyzan on Ishkur.
Guild	Balma	NO	Head of the Power Guild on Volan.
Commons	Spider	NO	A notorious freelance spy on Targol.
Commons	V'Zaladar	NO	Head of a sect of martial monks on Brenna.
Commons	Yedon Flux	NO	Chief of the leviathan hunters on Fangoria.
Commons	O'Ferran Boss	NO	Rescue archaeologist and relic trader on Durance.
Commons	Max Factor	NO	Greatest living Arena Gladiator on Minasta.
Commons	Seer Churquan	NO	A person afflicted with apocalyptic visions on Ishkur.
Commons	Thani the Red	NO	Ace pilot, rocket racer on Volan.
Outlaw	Lord Fear	Yes	An outlaw pirate. More outlaws will be added if needed. Outlaw roles are suitable for new players and people who want to try the megagame experience for a couple of hours.

WORLD BACKGROUND

The Empire of Targol is a repressive feudal monarchy, ruled by the immortal Emperor Taran the Terrible. Below the Emperor, imperial family, and ministers of the imperial government, are the various noble families who rule the subject worlds in the name of Emperor Taran. Each of the subject worlds is home to a powerful guild or other autonomous institution that has been granted some privileges by the Emperor. At the bottom of the pyramid of power are the common folk of the seven worlds, who number roughly 100-150 million on each of the seven worlds.

TARGOL

The Imperial capital of Targol is a blighted radioactive wasteland. Outside of the domes of the imperial city, no living thing grows or survives for long. The Radlands are a major source of radium, used the advanced energy devices found in the seven worlds. Targol is the centre of the imperial government, surrounded in layers of defences that make rocket attack suicidal. It is also home to CROM, the only

computer in the entire empire. Or at least it was the only computer in the empire until those meddling Earthlings turned up with their tablets and smart phones.

BRENNA

The world of Brenna is ruled by *House Bren*. Brenna is a beautiful waterworld. **Porta Magna** is the great imperial shipyard, controlled by the *Rocketeer Guild*, which has a monopoly on the manufacture of weaponry for war rockets. In recent years, a group of martial monks has gained great popularity among the common people of Brenna. Campaigning has begun on Brenna for the traditional Democracy Day held every seven years. On Democracy Day one person is elected to rule the planet for a day, and then executed the following morning.

FANGORIA

The world of Fangoria is ruled by *House Fang*. Fangoria is a jungle world, and specialises in the production of the cognitive stimulant drug called ZING. Fangoria is the world most recently placed in orbit around Targol by the Emperor. On a beautiful island, cleared of dangerous saurian leviathans, lies the luxury spa resort of **Therm**. Branded as a place for the elite of the Seven Worlds to “refresh and recharge”, Therm is home to the *Companion’s Guild*, and by Imperial Law is neutral ground where duelling is prohibited. The common folk of Fangoria are inspired by the tales of the mighty hunters of the saurian leviathans, the most successful of whole are able to retire to life of luxury. They eagerly await contestants in the Great Hunt, held every year, which is won by the hunter with the greatest trophy fangs from a leviathan.

DURANCE

The world of Durance is ruled by *House Duran*. Durance is an ancient world, and legends say it was the first world conquered by Emperor Taran. The subterranean city of **Kafka** is the home of the *Librarian Guild* and the official imperial archives, which are said to contain every secret in the empire, as well as details on every scientific invention suppressed by the Emperor, if only you could find them. There are many ancient ruins on Durance, indicating that in the ancient past billions of people once lived on this planet. There is an illicit trade in relics from this lost age, and everyone in the common folk has a cousin involved in the trade. When certain conjunctions are observed in the heavens, a “Contraption Day” is held. Whoever brings the most magnificent invention to Contraption Day is awarded a life pension in the Librarian Guild, and the honour of having their invention buried in a sealed vote to be opened and admired again in ten thousand years.

MINASTAA

The world of Minasta is ruled by *House Mina*. Minasta is a red planet, due to the heavy concentration of iron in its soil, and specialises in mining. High up in a mountainous plateau, is the **Golgotha Arena**, controlled by the *Mercenary Guild*. The arena is where conscript forces conduct brutally realistic training, and where duels to the death are permitted by Imperial Law. The most famous living gladiator is Max Factor, who has a cult following on all of the seven worlds, where arena matches are screened almost every day. Excitement is building for the Grand Noble Tournament, the winner of which will be granted a noble title by the Emperor, and a small fief to rule on one of the seven worlds.

ISHKUR

The world of Ishkar is ruled by *House Adroit*. Dyzan has two continents. The larger continent is a land of deserts and mountains, where many of the mountains have been carved to resemble Gods worshipped in the empire, or favoured imperial consorts of past years. The smaller polar continent is a land of ice and snow, but is home to the ancient city of **Vehm**, where the *Masked Priests* conduct the rites of worship and placation for the Great God Dyzan. The common folk of Ishkur are somewhat nervous of the apocalyptic visions of the Seer, but the Emperor has commanded that no one harm them or try to stop them from speaking. The wealthiest members of society in the seven worlds often spend their fortunes completing trying to complete all seven sacred pilgrimage walks on Ishkur during one Festival of Celestial Mystery.

VOLAN

The world of Volan is ruled by *House Vow*. Volan is a world of chasms, cliffs, earthquakes and volcanoes. It specialises in manufacturing, processing metal into WIDGETS. Captured in orbit above Volan is the giant asteroid known as **Nemesis**, controlled by the *Power Guild*. Nemesis is home to the refineries that convert Radium into FUEL. This hazardous process is so dangerous, that only convicts and slaves do this work. The main sport on Volan is rocket races through the chasms with rockets built from scraps and hope, and casinos profiting on the gambling. Winners gain fame and enough Zing to last a lifetime, losers get sixty seconds of fame on reruns broadcast on the spacegraph network.

GAMEPLAY OVERVIEW

The final rules will be uploaded closer to game day, this is just to highlight the key gameplay elements to aid in your role and character selection. A game turn will take 20-30 minutes to play. In most game turns, play will proceed through the following sequence of play:

1. Council Phase: most players will attend a council to debate and vote on petitions to the Emperor. The Emperor will adopt one petition each game turn.
2. Warlord Phase: this is the phase for movement and battle with combat units, in particular rockets will need to shoot down meteors before they crash into worlds.
3. World Phase: this is the phase for moving around, talking with other players, and spending resources on build actions, scientific discovery, and bribes. Social events may occur on some worlds. The Imperial ministers assign minions to tasks and compete to control the various government ministries. It is the longest phase in the game turn.
4. Assassination Phase: this is the phase where we see if the rebels manage to assassinate the Emperor.
5. Tribute Phase: this is when the representatives of the subject worlds present tribute to win imperial favour (which increases your power in Council votes).
6. Propaganda Phase: the Earthling Journalist, one of the imperial ministers, and one other player chosen by Control will each give a minute speech describing events in the game.

While there is a lot happening each game turn, the key thing to focus on is forming alliances with other players who share your goals – or persuading them to change their goals to match yours – and actions that sway the loyalty of the common folk to support the Emperor or one of the other broad power groups (the Nobles, the Guilds, or the Rebels). While skill in executing game mechanics is useful, it's the diplomacy with other players that will determine the ultimate direction and outcome of the game.

As is common in megagames, you will have a limited number of special PULP ACTION cards to play in the game. These can be used to create unscripted narrative injects into the game scenario (“can we throw some UNOBTANIUM into a volcano and see what happens?”), or to replicate the pulp heroics depicted in media – such as escaping from prisons, avoiding death traps, or coming back from the dead.