

# King's Ear

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## What You Will Need:

- Two pencils/pens.
- Two notepads.
- A pack of cards.
- Several dice (optional).

## Introduction:

- A game for three players. Two players are contenders for the Privy Council, and the third is the King.
- A contender wins a round by gaining five points during the round. A contender is appointed to the Privy Council by winning two rounds.

## Characters:

- The King decides which character each of the other two players will impersonate. If the players have an existing T&T character, they may play as that character instead.

Commander Izilio: The commander of the Rainbow Palace Army. Cruel to those who oppose

him, but kind to the downtrodden.

Helena: The commander's daughter. Only 17 years old. The King finds her naive romanticism intriguing. . .

Blendan the Great: The court painter. Educated yet foolish. The King considers his impotence a plus.

ZippZapp: A powerful wizard. Devious. His affable persona hides a murderous past.

Mistress Pain: The King's dominatrix. Cold, yet prone to bouts of anger. Despises the King and is despised by everyone else.

Gwaph 'Three Coins': An exceptionally fat, rich, and influential hobbit. Made his fortune trading with pirates. Only interested in the position for tax reasons.

Daltimdur: The chief of a dwarven clan (before it was destroyed by goblins). Intelligent and down-to-earth. Opposed to magic.

Scruffles: A hobbit rogue who conned his way into the King's court. Charming and daring. An experienced adventurer, but ignorant of aristocratic habits.

## Round One:

- The contenders must first bond with the King over his favourite card game, Snapplejack.
- Each of the three players are dealt a hand of five cards.
- Each of the three players simultaneously plays a card.
- If a contender plays a card higher in value than the other contender's, but lower in value than the King's, they gain a point. If the King plays a card both higher in value than and the same suit as a contender's, that contender loses a point (if they have any).
- After the players have played their cards they secretly add one of the played cards to their hand, beginning with whomever played the lowest value card and ending with whomever played the highest value card. The next round then begins. If either contender played a card worth more than the King's, the played cards are discarded and each player draws a new card from the deck instead.
- Each contender has a special ability:

Commander Izilio may declare his aces to be any royal card of his choice before they are

revealed.

Helena may swap whatever card she revealed with any revealed queen.

Blendan may declare his numbered cards to be any suit of his choice before they are revealed.

ZippZapp trades hands with another player of his choice whenever a two is played.

Mistress Pain may count any king that anybody plays as a two.

Gwaph may give a card to the King and be given a card by the King instead of playing a card.

Daltimdur plays with his hand revealed and is dealt seven cards instead of five.

Scruffles may draw a card from the deck instead of picking one of the three played cards at the end of each turn.

- If this card game doesn't appeal to the players, another game may be played instead.

## Round Two:

- The contenders must next endure the interview.

- Each round consists of the King presenting the contenders with a question. The contenders answer in their own time, and may discuss the matter among themselves and with the King.

The King then decides who won the debate, rewarding whomever is most intelligent and honest to their character. The winning contender takes a point.

## Questions:

1) We muse whether our subjects may pay the Wizard's Guild for body altering enchantments. Shall I decree that it be so?

2) Our foes are spreading perfidious rumours that we are losing the war. How shall this be handled?

3) Imagine, for a moment, that the royal coffers are empty. What shall we do?

4) Our nephew is being ransomed again. How shall we respond?

5) Elves complain that our royal steel mills pollute their woods. What shall we do?

- 6) *A competent man is cavalry captain, but an influential man demands the job be his. Should it be?*
- 7) *Quest givers: should they have to pay a minimum reward?*
- 8) *All the dungeons are full: what shall we do?*
- 9) *If we were feverish, and gave you temporary authority over the realm, what would you do?*
- 10) *A young man stands outside claiming he's your illegitimate son. What shall I tell him?*
- 11) *The orcs are demanding full legal rights. What shall we do?*
- 12) *Swords: should they need a permit?*
- 13) *We are petitioned to provide consumer protection against cursed equipment. How shall we enact this?*
- 14) *Shall our son marry the daughter of a weak, friendly queen or that of a strong, hostile king?*
- 15) *Mercenaries: are they worth it?*
- 16) *If magic's so great, why don't wizards rule the world?*
- 17) *We are mulling whether to buy a pet dragon. Should we?*
- 18) *My sister's marriage is in three months. How shall we celebrate the event?*
- 19) *Should I lead from the front, or lead from behind?*
- 20) *The royal forests have been felled, and our foe has much timber. What shall we do?*
- 21) *If the front were to crumble, what should we do?*
- 22) *Destiny: is it for real?*
- 23) *Do merchants or warriors hold more power?*
- 24) *Why did you apply for this job?*
- 25) *Why should I hire you over the other applicant?*
- 26) *Where do you see yourself in five years time?*
- 27) *What is your biggest fear?*
- 28) *What is your greatest strength?*
- 29) *What is your greatest weakness?*
- 30) *Why is there a gap in your employment during the 13th year of my reign?*
- 31) *What accomplishment are you most proud of?*
- 32) *What is the biggest mistake you've made, and how would you avoid it in the future?*
- 33) *How did you hear about this position?*

- 34) *What would you aim to achieve during the first year of this job?*
- 35) *What is your educational background?*
- 36) *How would your last employer describe you?*
- 37) *How have you handled a difficult situation?*
- 38) *Would you work weekends?*
- 39) *How would you handle an angry or irate peasant?*
- 40) *Have you ever exceeded a former employer's expectations?*
- 41) *Who do you think are our competitors?*
- 42) *What motivates you?*
- 43) *Who was or is your mentor?*
- 44) *Have you ever disagreed with your boss? Why?*
- 45) *What makes you angry?*
- 46) *Are you a leader or a follower?*
- 47) *What was the last book you read for fun?*
- 48) *What are your hobbies?*
- 49) *What makes you uncomfortable?*
- 50) *How would you fire somebody?*
- 51) *What questions haven't I asked you?*
- 52) *I think that's all we need to know. Before we end this interview, do you have any questions you'd like to ask?*

### *Round Three:*

- *Lastly, the contenders must prove their courtly talents.*
- *The King presents the contenders with a word, and asks them to either write or draw. They have one minute to pay homage to the word before being judged by the King. The King rewards contenders for being graceful and true to their character. The winning contender takes a point.*

# Words:

Beauty: write

Honour: draw

Courage: write

Youth: draw

Death: write

Truth: draw

War: write.

Grace: draw.

Wealth: write.

Authority: draw.

Might: write.

Divinity: draw.

Innocence: write.

Serf: draw.

Knight: write.

King: draw.

Maiden: write.

Victory: draw.

Castle: write.

Duel: draw.

Sword: write.

Destiny: draw.

Intrigue: write.

Danger: draw.

Poison: write.

Enchantment: draw.

## Rewards:

If the loser is playing a *T&T* character, they are executed if they scored no points. If the winner is playing a *T&T* character, they roll one dice per character level. The contender's royal clients provide them with the corresponding gift. Rolls exceeding 30 count as 30.

- 1) *A treatise on the political arts, worth 10 gold coins.*
- 2) *A most rare and exquisite quartz brooch, worth 20 gold coins.*
- 3) *A bottle of admirable elvish limoncello, worth 30 gold coins.*
- 4) *A fine and slender walking cane, worth 40 gold coins.*
- 5) *A set of silver spoons, of Khazanian manufacture, worth 50 gold coins.*
- 6) *A curious mummified skull, worth 75 gold coins.*
- 7) *A most trim and cutting five-cornered hat, worth 100 gold coins.*
- 8) *A box of aged Phantogian cigars, worth 125 gold coins.*
- 9) *A pair of genuine leather shoes, worth 150 gold coins.*
- 10) *A most detailed and exact map of the Rainbow Kingdom, worth 200 gold coins.*
- 11) *A bottle of pungent perfume, worth 250 gold coins.*
- 12) *An array of most efficacious tinctures, worth 300 gold coins.*
- 13) *A pouch of exotic spices, worth 400 gold coins.*
- 14) *A pinch of salt, worth 500 gold coins.*
- 15) *An hookah of oriental design, worth 625 gold coins.*
- 16) *A velvet tapestry commemorating the Battle of Saldeen, worth 750 gold coins.*
- 17) *A roguish cloak and a most fashionable dagger, worth 875 gold coins.*
- 18) *A most skilfully carved bust of His Royal Highness' prize hunting dog, worth 1,000 gold coins.*
- 19) *An emerald of most ingenious enchantment. Makes the swallower immune to all magic while it is being digested. Takes about an hour to have any effect, and lasts until the subject next rests. One charge. Worth 1,250 gold coins.*
- 20) *An esoteric scroll confiscated from an infamous and false-dealing lich. Summons an MR 20 imp for one hour when read. The imp can fly, has a 2+0 ranged fire attack, and can*

communicate telepathically. One charge. Worth 1,500 gold coins.

21) A potent concoction of mountain tooth, pink dragon scales, and hydra's milk. Doubles the imbibers current constitution and wizardry (up to their maximum). Three doses. Each dose takes a round to drink. Worth 1,750 gold coins.

22) A truly well-written and considered manual. Gives the reader a talent of their choice. One use. Worth 2,000 gold coins.

23) An arcane tome filled with all manner of spells. Allows the reader to learn one spell, the level of which is equal to the level of intelligence check they make. One use. Worth 2,500 gold coins.

24) A most queer contraption, the operation of which switches the user's attributes however they wish. One use. Worth 3,000 gold coins.

25) An usual cloak which may render the wear invisible once per day. Requires five wizardry to wear. Worth 3,500 gold coins.

26) An ornate silver tongue which, when inserted in one's mouth, allows one to speak any language. Requires five wizardry to use. The operation is irreversible. Worth 4,000 gold coins.

27) An eerie suit of armour once donned by the Skeleton Prince, which provides armour equal to your current constitution. Requires 10 strength and wizardry to wear, and lowers your dexterity by five. Worth 5,000 gold coins.

28) A most vitalising and invigorating amulet which, when draped about the neck, increases one's wizardry by one's level. Requires 10 wizardry to wear. Worth 6,000 gold coins.

29) A cap which, miraculously, allows the wearer to glimpse the immediate future. Requires 15 wizardry to wear. Worth 8,000 gold coins

30) A pair of greaves which, most wondrously, allow the wearer to strike twice in battle each round. Requires 25 wizardry to wear. Worth 10,000 gold coins.