

# The Usurpers

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## Story:

*King Bernard Kareli, once a strong ruler with a firm grip on the throne lies on his deathbed, after suddenly falling ill. Despite the best efforts of healers and holy men, the king is rapidly losing the battle against the one enemy man has never been able to conquer. When he finally passes over the final threshold, he will leave a splintered kingdom as his legacy. For there are many men who wishes to claim the throne as their own, and some won't wait until the king has passed away before they make their final move.*

## Houses:

**House Kareli:** The royal family ruled by king Bernard Kareli, a long line of kings and queens which has ruled over the kingdom for centuries. The king has ruled over the kingdom for forty years and has survived numerous assassinations and claims on his throne. All family members have made themselves known as unflinching and stubborn when met with opposition and alien ideas, something that has given them both admiration and enmity from their subjects. With two royal heirs, the line of succession should be easy, but neither of these two heirs have the support or approval in the court to claim power before the king has drawn his last breath.

The oldest of the heirs, Prince Morgan Kareli, has the strongest claim to the throne in the line of succession, but alas; the prince has made himself a reputation as a cruel and selfish man who will take any steps to get what he wants. Prince Morgan is the current captain of the royal guard, and the one who truly controls the royal capitol. He had already secured the survival of the Kareli bloodline with two healthy sons.

The younger of the heirs, Prince Basran Kareli, has less of a claim to the throne than his older brother, and that hasn't bothered him until recently. He is more aloft than Morgan and prefers to play lute and write poetry rather than waste his time with petty politics, but recent events has made him gaze at the throne with great interest. Basran has no sons or children to back his claim to the throne, but he believes he has found himself the right allies...

Mantra: *Serve the ruler, rule to serve!*

**House De Korbat:** Led by the strict Count Henry De Korbat, this family was until recently known as "the Bastard Heirs" by the rest of the royal court in the capitol. The family shares history with the royal family since some forty years ago when the by then young king bred a bastard son with a young countess in the De Korbat family. The affair caused a scandal, and the king was quick to disown his bastard son and force the young mother out of the royal court. The De Korbat family didn't forget though, and Henry did most certainly not forget his origins. With the king on his deathbed, the now adult Count eyes the throne with longing eyes and thirst for redemption for his mother. However, a bastard has no claim to the throne with two royal heirs in the line of succession... but what would happen if they shared the same fate as their father?

Mantra: *Never forget your blood, never surrender your honor!*

**Merchants League:** A league of maritime merchants who has banded together and created a mighty alliance between the various trading guilds and factions around the kingdom.

Commonly known simply as “The Merchants” among the kingdom’s populace, they have offices and warehouses in every port and a large commercial fleet to ferry their goods around the kingdom’s various cities and settlements. The league is led by Alyssa Stalheim, an elderly woman of lowly birth who has climbed her way to the top with her own mind and wits.

The league has recently fallen out of favor in the royal court, and the king’s falling health couldn’t have come at a better time. An agent from the league has confirmed that the younger heir has shown interest in the throne but lacks sufficient support to make his claim a reality. But what if a powerful ally would appear and help him reach the throne? And what if the new king showed appreciation for the help?

Mantra: *We sail together, united as one!*