
GM Instructions

1 Materials Needed

Iron GM Base Materials

- 12 origami butterflies, 3 each of four different colors (one per element)
- 12 large envelopes for character packets
- 12 smaller envelopes to put the butterflies in
- Scissors
- A sharpie to label character packets

Additional Materials

- 60 flat glass marbles, beads, or other tokens to represent elemental gems, 15 in each color
- Scotch tape

2 Printing and Production

- Print out the included documents: one copy each of `listchar-PRINT.pdf`, `butterflies.pdf`, and `carditem-PRINT.pdf`, and 15 copies each of `rules-scenario.pdf` and `whos-who.pdf`.
- If you would like appropriately-colored namebadges, print `badge-PRINT-air.pdf`, `badge-PRINT-fire.pdf`, `badge-PRINT-water.pdf`, `badge-PRINT-earth.pdf`, and `badge-PRINT-foreigner.pdf` on appropriate colors of cardstock. Otherwise, just print `badge-PRINT.pdf`.
- Put each character sheet in a large envelope and label the envelope with the character name.
- Cut out the envelope labels (“So-and-so’s spirit butterfly”) and tape each label to a small envelope. Put a butterfly of the color corresponding to the gem the label requires the most of in the envelope and close it. Put each envelope in the character packet indicated on the label.
- Cut out each badge, noting which packet the badge goes in by the page header, and put the badge in the proper packet.
- Look at the “Notables at the Convergence” sheet and put 5 elemental gems in each packet of the color corresponding to the delegation they are in. (Thus, their apparent caste, as opposed to butterflies, which are by actual elemental affinity.)
- Put the “Butterfly Placement Area: Move Earth above all other castes” sheet in Their Majesty, Ceranest’s packet, and keep the other Butterfly Placement Areas aside.
- Keep the rules sheets and these “Notables at the Convergence” sheets separate, as piles for players to pick up as they arrive.

3 Setup and Running

- Set up the remaining Butterfly Placement Areas in obvious locations, for voting on the Realignment.
- As players arrive, assign them a character packet and give them a copy of the rules and the “Notables at the Convergence” sheet.

- After players have had time to read their sheets, start game.
- Set a timer to keep the game on schedule: remind players to vote on Questions 45 minutes in (but ideally let Their Majesty, Ceranest or Cleric Alder run the actual voting), and resolve the Realignment 60 minutes in. End game after an hour and a half, but feel free to fudge this slightly based on player mood.
- Aside from the schedule, this game should not require particular GM intervention. Don't let anyone accomplish anything beyond flavor with magic, violence, or leaving the Temple. There's nothing physically preventing characters from leaving, but discourage players from doing so because staying in game is more fun.
- Keep wrapup short, giving each character at most a few moments to reveal any remaining secrets.

4 Characters to Cut

If you need to cut characters, cut characters from the bottom of this list up. (Game is best run with all 12 characters, and shouldn't run at all with fewer than 5.) If you cut characters, give additional elemental gems to Their Majesty, Ceranest as indicated next to the last character you didn't cut so there are enough gems in game for everyone to summon their spirit butterfly.

1. Their Majesty, Ceranest
2. Kinito Ironsword
3. Mim Kinril
4. Clod Lessor
5. Cleric Alder (one air, two fire, one earth)
6. Nalen Incen (two air, two earth)
7. Quan Northwind (four earth)
8. Ter Fiero (one water, five earth)
9. Essap Durr (one air, two water, one earth)
10. Rute Oakbranch (two air, three water)
11. Cilac Anguma (four water)
12. Risdan Gully

5 Plot Overview

The basic plot is pretty straight-forward. There are the three Questions, each of which starts with two people in favor and two people against. None of these Questions have any in-game effect.

There's also is the Restructuring, which everyone has an opinion on: three people in favor of each of the possible swaps, Cleric Alder favoring the status quo, Risdan Gully just going for what will cause the most chaos, and Their Majesty, Ceranest having a secret extra option to move the Earth caste right to the top. There's no way to add other options to the Restructuring; Ceranest's thing is something they put a lot of work into figuring out pregame. The only in-game effect of the Restructuring is to change what marriages are legal, but hopefully players will play up the new social order.

There's a lot of disguises and forbidden romance and mistaken identity, but hopefully that'll mostly take care of itself. Encourage people to play up the ridiculousness and not take keeping their secrets too seriously.

5.1 Setting Truths

There are some setting details that not everyone starts off knowing but also aren't big secrets, that you can reveal in response to player questions at your discretion.

- At the last Convergence, 100 years ago, nothing changed in the Restructuring.
- The marriage prohibitions are based on your actual caste, not your apparent caste, and no proper cleric would marry someone they thought was lying about their caste.
- Elemental gems are a naturally-occurring resource mined in Tetrana and found nowhere else.
- Many people of various castes have some ability to use magic of the appropriate element, but in general magic takes a lot of preparation, so no one's expecting anyone to be doing anything significant with it today.
- The religion in Tetrana believes in gods, elemental spirits and saints, but most people have never encountered any of these themselves.
- Other countries don't have castes or elemental magic the way Tetrana does.
- The other countries are in favor of Tetrana exporting elemental gems and oppose the use of magic in warfare. Osken is in favor of the alliance, whereas the other neighboring countries (chiefly Izar, the country that tried to invade, and Anscaria) oppose it.