



Welcome to Twisted Tales a Dark and Grimm Faery tale system of Evil Fae, Dark woods, dastardly monsters and brutal heroes.

Twisted Tales is a Non Profit Live Roleplaying System for Over 18's

Due to the nature of these events and the themes involved in these events we have to advise our customer:

- No players under 18 years of age will be permitted.
- Players are advised that those of a nervous disposition will not enjoy this system.
- Players should expect that messy, sticky and dirty phys-reps will be used during our events.
- These events will contain adult themes.
- There may be pyrotechnics and smoke based effects used during our events.

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Background

Set in a dark gothic fantasy world where humanity faces a constant threat from the Sidhe; fairy tale creatures which constantly push to take the rest of the world from them. The four remaining Human Kingdoms have formed a very loose alliance to stand against the Sidhe but are separated by the large, almost impenetrable wild of woods and mountains. The Sidhe live in these wild places beyond the boundaries of civilisation, always seeking to gain more ground and alter it until it becomes a part of their own strange, magical and mystical realm. Typical Sidhe lands include woods, abandoned villages, strange old buildings and also Fae circles, which are incredibly dangerous.

The four Human Kingdoms are separated from each other by a giant stretches of forests and mountains which are all part of the Sidhe realm. There are paths cut through the Sidhe realm guarded by the Kingdoms troops under treaty. There are even a few isolated villages of those too foolish, stupid or brave to know better; for some of the most important resources that allow the practise of Alchemy ingredients can only be found in Sidhe Realms.

No one dares travel upon the sea for this is the realm of the strange Kraken and other monsters. Only the few paths through the forests let the Kingdoms of Men reach each other and trade, if they were ever to fall then the Sidhe would be able to defeat each Kingdom separately and the Fae would finally own the whole world.

Races

The only race open to players is Human. These require no minimum phys reps however each of the four Kingdoms has a certain style of dress and outfit which should contribute towards Characters from each Kingdom looking different.

At Character Creation (and only then), a player may choose to be a Changeling. Although essentially Human, these carry Sidhe blood within their veins and, as such, often also carry certain gifts (and curses) which go with it. Changelings bare no sign of their heritage and can pass openly amongst their human kin. Each Changeling may be given a lammie detailing the gift (or curse) that their blood has bestowed upon them; this will be different for each changeling depending upon their blood line and heritage. Changelings may receive briefs dependant on their true background, which will be determined by the plot team.

It must be said that all of the Kingdoms look unfavourably upon the Sidhe and any who carry their blood in their veins and those choosing to play a Changeling will find it a very taxing and difficult task which may ultimately lead to PvP targeted against you.

The Four Kingdoms

All player characters must be from one the remaining Human Kingdoms. Each Kingdom has a specific flavour, laws and styles.

Brazene

The isolated mountain Kingdom of Brazene is ruled by the wise women known as the Witches of the Mountains. Legends tell that this is the result of some great war between them and the once neighbouring Kingdom of Hutar, however no one truly knows the truth anymore whatever it was. The talent for magic is solely found in the women of Brazene and they rule the country with an Iron Fist guarding its people and dispensing terrible justice to any who cross their word.

Any man practising magic is assumed to be a spy from Hutar or a Changeling and is immediately executed if found.

Life is safe and secure in Brazene and, with the exclusion of magic, career choices are free to all.

A Female Brazene Mage may draw symbols on their face in blood (costing them 1 stamina per point of mana in the spell), this must be phys-repped, to allow them to cast a spell with no backlash.

Hutar

A strange country ruled over by the Supreme Sorcerer of Hutar. This at first glance seems an enlightened Realm, but beneath there is a distrust of female mages, ever expecting the Witches of Brazene to invade and for some reason enslave them. They are ever on the watch for witches, driving them out or even stoning them in the streets. Male magicians are taken to an Academy of Sorcerers at age 11 and separated from their families until they have finished their training at age 18. Thus they tend to be very knowledgeable on the topics of magic and somewhat less wise to the real world.

Much like Brazene with the exception of the ever present concern regarding 'Witches' the sexes are fairly evenly treated in Hutar, with all other career choices open to all.

A Hutar Male Mage may form a magic circle or complex geometric shape on the ground which allows them to cast any spell from inside it without suffering backlash.

Lugate

Mage craft is very rare amongst the population of Lugate, any mage born there however the talent of alchemy less commonly utilised in the other Kingdoms is much more frequently practised by the Lugates. The people of Lugate have a strong tradition of poetry and storytelling, they seem naturally attuned to the vagaries of Alchemy and all its random benefits and downsides. Ruled by a King and Queen, Lugate is a rowdy nation of more merry-go-lucky alchemists bards, drunken warriors, and grim questing knights who seek favour from the royal family or perhaps even a grant of land. Its Mages tend to be hermits seeking to be left alone to learn what they can of the mysteries of magic, or mad adventurers toying with the darkest powers to see what happens.

A Lugate Alchemist can identify a reagent in 5 minutes as opposed to the normal 10 minutes. They may spend 15 minutes identifying a reagent by brewing it down (requires physreping) and destroying it to determine its most potent use.

Norn

This kingdom has risen from the ashes. Slowly being rebuilt by the Norn King using strange and unusual magic's, very little is known about this kingdom. The mad raving humans previously corralled and manipulated by the Norn Fae have over the last year regained much of their civilisation from the past. With little or few settlements the majority of the Kingdom is focused on taking back their land from the Fae. Building settlements in the trees the land itself seems woven. The Norn King has infuriated many of the other nations having stated that he will accept any changeling who will accept his geas in his kingdom. Similar to the Alchemy of Lugate Norn magic seems to be wild and unusual. Powerful but slow it focuses on the weaving of strands into an item with a purpose and binding that power into it with rhyming words.

Faith

With the kingdoms being so scattered and disparate, there is no one true faith that unites them but a myriad of faiths blurring the lines between borders. Those that hold true to the powerful entities they call gods have done so for generations since the origins of man in the land and maybe even further, back before the Sidhe even.

These entities are old and primal they originate from a time where the elements were raw and powerful and took many forms to gather the faith and worship of the human folk. Some were Sidhe in disguise, taking this opportunity to sow discord amongst their human neighbours but many were something much older.

The gods are fickle creatures and it takes a lot of effort from one of their human playthings to sway their mind from something and to get actual assistance in times of need and there is always a cost. As such, they respect those who make their own way, rely on their own skill and strengths, and do not beg and whine like puppies asking for scraps from their masters table.

Magic

Magic, often referred to as the dark arts, is both dangerous and wondrous at the same time. It can fix wounds in an instant and fell even the mightiest of warriors with a few words; yet each cantrip cast has a cost which must be paid in full. The cost varies depending upon the type of spell cast and its power. The stronger a spell is, the greater the backlash.

Each caster will be given a number of tear on use Mana lammies per event. These are non-transferable and are intrinsically bound to the caster. When the caster performs their arts, they are calling upon the fell forces beyond the boundaries of this world and are subjected to the howling maelstrom beyond. As such, the effects they suffer from casting magic will vary each time, and is detailed within the Mana lammies.

To cast a spell:

- Follow the instructions detailed in the Spells section for casting the spell. Remember that your hand must be free to cast a spell.
- As soon as practically possible after the spell has been cast the caster must:
 - Rip open the required number of Mana lammies listed in the spell description,
 - Follow the instructions inside all of the open mana lammies.

If a spell requires more than one Mana to cast, then the caster will take the backlash from all the lammies used to cast that spell at once in the most appropriate order.

All Magicians gain the Denial spell (which allows them to counter a spell cast at them) and it does not count as one of their chosen spells.

Spells

Wrathful Blast

Vocals: By magic's might, your body do I smite

Effect: Causes a Mortal Wound to a specified target within 30ft

Casting Time: 10 seconds

Cost: 1 Mana

The Final Word

Pre-req: Wrathful Blast

Vocals: By the power they are sending, do I bring about your ending

Effect: If cast upon a target suffering from a Mortal Wound, then their death count is reduced to zero and they are instantly declared dead. Vocals must be completed while touching the target. If this is cast upon a Fae, the caster may regain some lost Mana depending upon the creature it is cast upon.

Casting Time: 10 seconds

Cost: 2 Mana

Healing

Vocals: Cost there shall be to me, this I accept to heal thee

Effect: Fully restores all Stamina to the target. Vocals must be completed while touching the target.

Casting Time: 10 seconds

Cost: 1 Mana

Greater Healing

Pre-req: Healing

Vocals: I look deep into Deaths stare, and for you I shift its glare

Effect: Removes a Mortal Wound if the target is suffering from one. Vocals must be completed while touching the target.

Casting Time: 10 seconds

Cost: 2 Mana

Dazzle

Vocals: Though it may burn me to a frazzle, with my power you I dazzle

Effect: Causes a target within 30 feet of the caster to become confused and disorientated for a full minute and cannot fight or use any of their spells or skills until they recover.

Casting Time: 10 seconds

Cost: 1 Mana

Enthrall

Pre-req: Dazzle

Vocals: Hear my words, hear my call, with Mana's might you I Enthrall

Effect: Causes a target within 30 feet of the caster to do anything the caster tells you to do to the fullest of your abilities for the next minute as long as it is within your power to do what is asked.

Casting Time: 10 seconds

Cost: 2 Mana

Golden Tongue

Vocals: I wish to know your story true, to this with magic I bind you

Effect: The caster may ask three questions of a target within touching distance who must answer them as truthfully and fully as possible so the caster can hear and understand what has been said.

Casting Time: 10 seconds

Cost: 1 Mana

Shadow Speak

Vocals: With twisted verse, to your soul I converse

Effect: The caster may ask three questions to a corpse within touching distance as long as it still has a soul within its body. The corpse must answer as fully and truthfully as it can at an audible quality where the caster can understand what has been said.

Cost: 1 Mana

Denial

Vocals: With my mana at cost so high, your foul spell I do deny

Effect: The caster may burn 1 mana to negate a spell cast at them but the vocals must be started within 3 seconds of the countered spell being cast.

Caster must then open the mana lammie and take the backlash effect detailed within. The caster's hand must be empty while casting the spell or the spell will not work.

Cost: 1 Mana

Alchemy

Alchemy is performed by creating a mixture of reagents (ranging from mundane herbs all the way to bizarre things such as trolls tongues) and combining them in an arcane way. The only binding rule of Alchemy is that the words that bind the mixture must be rhyming in the form of a spell, although no Mana is used in this casting. The results often vary and no two Alchemical mixtures are the same as the powers that heed the rhyming words are fickle, often tricky and become bored easily.

A potion requires:

- A minimum of 3 reagents
- At least 5 minutes of brewing time with appropriate roleplay in appropriate vessels
- An at least 4 line appropriate binding rhyme said in the presence of a Guardian Spirit.

For example:

Reagents:

Mandrake root, Troll Tongue, Virgins hair

Rhyme:

Mandrake root of fables rare,

Wrapped within in Sweet Virgins hair,

Torn from within its foul skull I name thee trolls tongue,

Once this passes mortal lips may they be made once more young,

Result:

Once the potion settles it will be able to remove a Sidhe Age curse.

An Alchemist will start play with a list of reagents that are known to work. There is however power in almost anything if the words are clever enough.

Good examples of Alchemist are the Witches from The Scottish Play or the stereotyped practitioner of Voodoo magic or Calypso from Pirates of the Carribean, Miracle Max from the Princes Bride, Harry Potter.

Weaving

Weaving is performed by creating an item from threads or another weavable material. The only binding rule of Weaving is that the words used to seal the intent and magic into the item made must be rhyming in the form of a spell, although no Mana is used in this casting. The results often vary and no two Woven items are the same as the powers that heed the rhyming words are fickle, often tricky and become bored easily. A player character may only maintain a single woven item at a time per level of weaving they possess. There are three levels of Weaver each obtained at character generation, Journeyman, Master, Artisan.

All weavings collapse at dawn. A weaving may result in backlash.

A woven item requires:

- At least 15 minutes of weaving time with appropriate roleplay
- An at least 12 line appropriate binding rhyme said in the presence of a Guardian Spirit

For Example:

A Norn spends 15 minutes building a rope suit of armour on a subject whilst reciting the rhyme:

No blade or bow,
Shall lay you low,
Lifes blood bound,
By death unfound,
Your beating heart,
I shall restart,
Your bones shall not break,
In the foes blows wake,
A second chance I give to you,
In life these are too few,
Fate loom I weave for you alone,
Your skin I make as hard as stone

,

This results in armour which does not allow the wearer to die from a mortal wound while wearing it. However they do not automatically regain consciousness when reduced to 0 without a surgeon or physicians attention.

Combat

- All characters start with 2 stamina which may be increased by buying various skills.
- A character loses one point of Stamina for every blow that strikes them (or their armour).
- Once a character reaches zero Stamina, they become Unconscious.
- If they remain Unconscious (and not mortally wounded) in an environment which is not warm and safe for five minutes and are not treated with something that raises them above 0 Stamina, they will awaken on 1 Stamina.
- If they remain Unconscious (and not mortally wounded) for 2 minutes in a warm and safe environment and are not treated with something that raises them above 0 Stamina, you will awaken on 1 Stamina.
- A character regains 1 Stamina for each 5 minutes they rest in a warm and safe environment.

Death and Dying

- If you are on zero Stamina and take any further damage you will suffer a Mortal Wound.
- If you have any Stamina when inflicted with a Mortal Wound, then you will automatically be reduced to zero Stamina as well.
- If you are Mortally wounded for five minutes and are not treated with something which would remove this effect, then you will be declared dead.
- If you are suffering from a Mortal Wound and then take another mortal wound at least 10 seconds after the first then you have suffered such grievous injuries that you are automatically declared dead. If this killing blow is done with a melee weapon, we ask that that blow is made as big and heroic as possible to reflect that it is essentially an execution.

Weapon Effects

- If you are hit from a role-played two handed blow, role-play this accordingly but safely and keep aware of your surroundings. You should either be struck off your feet temporarily or, if parried or blocked with a shield, be knocked back by the force.
- If you are hit with an arrow or bolt from a bow or crossbow, then it will ignore your armour and you will take a Mortal Wound.

Shields and Armour

- Shields can be used to block blows, and therefore effects, from melee weapons and from projectiles.
- Light Armour confers 2 points of Stamina to the wearer and takes 1 minute of roleplayed action by the wearer to fully repair.
- Heavy Armour confers 4 points of Stamina and takes 2 minutes of roleplayed action by the wearer to fully repair.

Skills and Character Development

Characters cannot gain any skills other than those they buy at character creation.

You may only buy each skill once.

Anyone can:

- Read and write in Common/English or draw maps
- Wield a one-handed short melee weapon
- Wield weapons in your off hand
- Use thrown weapons

It requires a skill to:

- wield any long or great melee weapons
- use projectile weapons
- wear light armour
- wear heavy armour
- use a small shield
- use a large shield
- identify, hold, and treat wounds and afflictions

You may pick 3 skills from the below list at Character Creation:

Warrior: The Character can wield long or great melee weapons. Gains 1 stamina

Marksman: The Character can use projectile weapons such as bows and crossbows. Gains 1 stamina

Skirmisher: The Character can use light armour and small shields. They can also repair these items with one minute of role-played action. Gains 2 stamina

Soldier: The Character can use heavy armour and large shields. They can also repair these items with two minutes of role-played action. Requires Skirmisher to learn. Gains 2 stamina

Physician: Allows the Character to diagnose the injuries of a target within 10 feet after 10 seconds of concentration. Allows the Character the ability to hold the wounds of a target suffering from a Mortal Wound, stopping their death count for as long as they are in contact with them, and performing no other actions. They may move the patient at a slow walking pace.

Surgeon: Allows the Character to remove Mortal Wounds from a target after a minute of suitable roleplay using medical tools and bandages, raising them to Unconscious. May with a further 1 minutes roleplay awaken an unconscious character to 1 stamina. Requires Physician to learn.

Alchemist: Grants the Character the ability to perform Alchemy and create potions and other magical concoctions. The Character also gains 9 reagents per event and may identify known reagents with 30 seconds concentration. With 1 hour of role-played alchemy they may determine if an item or substance can be used as a reagent.

Journeyman Weaver: Grants the character the ability to construct and maintain a single woven item. This item may take on magical properties based on the rhyme applied to the item as it is completed. Items can be woven from anything from hair up to rope. This skill may only be taken by those playing in the Norn Kingdom. Norn characters need to be cleared by the story team.

Master Weaver: Grants the character the ability to construct and maintain two woven items. This item may take on magical properties based on the rhyme applied to the item as it is completed. Items can be woven from anything from hair up to rope. This skill may only be taken by those playing in the Norn Kingdom. Norn characters need to be cleared by the story team.

Artisan Weaver: Grants the character the ability to construct and maintain three woven items. This item may take on magical properties based on the rhyme applied to the item as it is completed. Items can be woven from anything from hair up to rope. This skill may only be taken by those playing in the Norn Kingdom. Norn characters need to be cleared by the story team.

Thaumaturgist: The Character can select (in addition to the Denial spell which they get for free) 3 spells from the Magic list which they will know and can cast. They also gain 3 Mana per event. They can chose to burn 1 Mana to counter a spell they are the target of but take the backlash of that Mana card.

Magister: The Character may chose an extra spell from the list which they learn and also gains 3 additional Mana per event. Requires Thaumaturgist.

Magus: The Character may chose an extra spell from the list which they learn and also gains 3 additional Mana per event. Requires Magister.

Glossary

We use many terms to describe certain items such as weapons, shields, and armour. Please read the definitions below to be clear on what these mean:

- Small weapons are weapons up to 36 inches
- Large weapons are weapons from 36 inches up to 42 inches
- Two handed or Great weapon are weapons from 42 inches up to 72 inches. These weapons **MUST** be wielded in two hands
- Small shields are shields up to 24 inches at the longest measurement
- Large shields are shields from 24 to 60 inches at the longest measurement
- Light Armour can be heavy furs, thick leather, or padded jackets. To gain any protection from this armour, you must have the relevant skill and it must cover over 50% of your body, including your arms or legs.
- Heavy Armour can be chain mail, ring mail, or plate mail. To gain any protection from this armour, you must have the relevant skill and it must cover over 50% of your body, including your arms or legs. We will **not** accept string mail as a suitable phys rep for Heavy Armour.
- Projectile weapons such as bows and crossbows must not be greater than 30lbs pull poundage. We also do not allow teardrop arrow heads at our events.
- Weapons Check - All weapons, melee and ranged, **MUST** be checked by our designated weapons checkers before they can be taken in to a live environment.
- Grappling – We believe in safety first above all things, grappling is therefore not allowed at Twisted Tales events.
- Shield Barging – We do not allow shield barging at Twisted Tales.
- Language: Although this is an adult system, we would prefer people try and be creative about swearing and use archaic English or fitting IC works rather than tirades of verbal abuse in the environment.

Immersion

The main aim of this game is to promote role-play and help give our Players a strong sense of immersion. This is done through a mixture of low impact reffing, a minimal number of calls, and heavy role-play promotion through briefings.

Referees will present as the mysterious and masked Guardians of the Wild Places. Mysterious Figures here to watch the war between Sidhe and Humans bound to take the part of neither. They will be there to help progress plot, watch over any experimentation the Players may try, help with any rules queries, and herd monsters around.

Monsters will also be briefed to react to roleplayed fighting more than “tippy-tappy” combatants and will take more damage and/or effects from heroic fighters.

This we hope will inspire you our Players to fight more heroically and make fighting a lot more fun, realistic, and safer over all.

Common Sense and Calls

As with all LARP systems, there will be a set of mandatory safety calls which may be used during the weekend. If you hear them, then you must adhere to them instantly and without question. They are used for your safety.

Safety Calls

These may be used by anyone player or crew.

- MAN DOWN – Cease all IC action and await a referee to inform you what action to take next. The person calling MAN DOWN should raise their hand or hands in the air whilst everyone else takes a knee until instructed otherwise. If necessary summon a nearby first aider or direct a referee to the first aid incident and they will radio for a first aider.
- FIRE – Proceed to the fire meeting point

Referee Calls

These may only be used by referees.

- TIME OUT – All IC action ends
- TIME IN – You may now act IC in an IC area
- TIME FREEZE – Close your eyes and take no action until you hear the call Time In.
- DROP – Drop to the ground until directed otherwise by a referee
- BACKLASH – See a Referee as soon as possible for a Backlash card. And follow the instructions written on it.