

Tales of Lust

More often than not, though certainly not always, the tale features a town secreted away amongst jagged snow-topped mountains cold and faraway place. A town with houses of stone and timber with steep slate roofs, narrow and looming windows with the warm glow of candles obscured by thick drapes, a town where lone lanterns swing on the streets and bathing them in a flickering glow as things stalk along them, or across the roofs. It's a place where, when it does not rain, fog creeps through the streets and across the surrounding landscape; high moors, thick pine forests, deathly silent marshes and lakes as smooth as glass and as black as night itself.

Sleeping within the darkness of ruined castles clinging to a mountain peak, howling within the woods, eerie lights luring travellers to their deaths in the swampland and fair and cruel riders on black steeds; amongst these you count yourself. You're a nightmare creature, naught but a monster within a fairytale told countless times across the lands; a nightmare creature chained to a fate worse than death by the power of words. With each telling of your tale, of the town surviving the darkest creatures thrown at it through sheer tenacity, you are put through the motions and must once more prey on mortals, once more battle with the other evils. But even a monster can wish for something better than chains of words and bestial lusts.

You know that with each telling, with each battle with heroes and other monsters, the tale changes and takes new turns. And one day that winding tale might just bring you freedom.

Setup

To play Tales of Lust you require some paper and pens for record keeping, or computer, a pair of six sided dice and preferably a few players.

To get everyone on the same page and to flesh out the story in which your character exist sit down and go over what pop in mind at the words "dark fairytale". From there start going around the table and let each player add a statement about the story, what is there, its atmosphere and so on. To decide who begins roll dice about it, highest wins, or simply let the person with the rules start. If you have nothing further to add to the world withdraw. When everybody is done it's time to proceed to character creation.

Character Creation

Creating a character is a simple thing. Begin by deciding just what kind of monster you wish to embody within the tale and to pick a name to suit. Your monstrous origin also gives you your first Major Aspect so it might be worth it to be somewhat familiar with the creature you wish to play.

For the second part it is important to sit down and discuss again. Each monster is bound to their destiny within the tale, often a quite fatal or tragic one, by their lusts. Your monsters lust is what makes them a monster. Each monster have three lust to chain them into their existence when the game begin. A lust can be for either something general, such as blood or wealth, or something specific such as a woman or the throne of a kingdom. A monster should have at least one of their

lusts being for something belonging to another monster, or the lust for another monster, and each monster should have at least one lust aimed towards them or what's theirs. Note down each lust as a Major Aspect. Scratch down three empty circles behind each lust.

Playing the Game

Tales of Lust does not have a storyteller or game master in the traditional sense; instead the players themselves frame their scenes and provide the challenges. Like before roll a dice to determine who begins, reroll tied dice if needed and then begin. Each player gets to frame one scene before it is the next players turn.

When it is a player's turn they get to frame a scene for their monster. The theme of the scene must draw on their monsters lust and they must confront that lust before the scene can end. It's also possible to involve more than one lust in a scene if it is suitable; it's even possible to address another monsters lust if they are present in the scene. Any locations and people in the scene can be introduced at will as, to a monster, anything short of another monster or a hero is of no concern to them. The player framing the scene gets to narrate it until losing a Challenge; with the exception of the actions of other monsters in the scene.

To affect major changes in the scene any player can, at any time, declare a Challenge. If another player declares a Challenge they get to state the alteration in the story they wish to enact and the owner of the scene gets to state their own alteration, or simply that it is not altered. If the player owning the scene declares a Challenge to enact a major change any other player can provide an alternate outcome if they wish. The exception to the previous rule is if the Challenge is aimed directly towards another monster or its domain in which case the monsters player gets to provide the alternate outcome. If no alternate outcome is provided the Challenge passes automatically and the change is implemented.

If a Challenge is opposed things goes as follows. Both parties roll a d6 and add a +2 modifier for every Major Aspect that can be applied for each side and a +1 modifier for any Minor Aspect that can be applied for each side. The winner of the roll gets to narrate the outcome what happens from that point onward until they lose a Challenge; with the exception of the action of any monsters in the scene. The winner also gets to specify a Minor Aspect fitting their narrated outcome.

The Scene Climax

The scene reaches its climax when the monster faces the lust around which the scene is based. This is the point to which the scene should have been building up towards, the point where the monsters either succumbs to their lust or manages to break free of it due to their actions in this and previous scenes. This is resolved through a Challenge, though the monster may not draw on any of their Major Aspects. In fact, the lust they are resisting provides a bonus for the opposite side; otherwise it is mechanically similar to a normal Challenge. If the monster the Challenge they get to cross over a circle for their lust as they weaken the chains. If the monster fails the Challenge they fill in the circle,

the partaking of their lusts, willingly or not, strengthening the links of the chain binding them to the tale.

Forever After... Until the Next Time?

When a monster fills or crosses out all the circles behind all their lusts their part in the story is over, at least as a protagonist, and the player may take up trying to get the other monster in interesting and dramatic problems instead. When all monsters have their lusts crossed or filled out the game ends. Subtract the number of filled in circles from the number of crossed out circles and if the number is above zero the monster breaks free from their lusts, discarding their monstrous ways and their chains. If the sum is below zero the monster fails to break its way and remains bound with chains of words.

If the monster achieves freedom narrate how they break out of the cycle and find their peace, if they did not narrate their downfall at the end of the story. Don't spare the details.

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