

The Glamourous Masks We Wear

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A game of desire, playfulness, attraction, hope, and secret social rules for 4-12 players ages 14+.
Players under 14 are welcome at the discretion of GM, and supervision of a parent/guardian.
Estimated 30 minutes of setup, 30 minutes of intro, and 60 - 90 minutes of gameplay.

What if you forgot who you were, and needed help to find hope and rediscover the kind of person you are?
What if you forgot even what those kinds of personalities there were, or what might be appealing?
What if you didn't even know the social rules to work your way through this dilemma?
Fear not, you all find yourselves in the same proverbial boat!

You will play magical fae creatures: quirky, indirect, and often singularly focused.
You will also play mortals: lost - both literally and figuratively - who all feel their lives are a bit too monotonous.

Materials:

- These instructions, scissors (or, if online, a means to separate or cut-and-paste / separate content)
- Multiple printed copies of the Choosing a Fae and Choosing a Mortal sheet (if in-person)
- 1 cool stick (like a branch you'd collect as a kid and play pretend)
- Masks (either masquerade style or N95) of neutral color (white, black, gray, beige, etc) ~2-3 per player)
- Small stickers of at least 5 different colors, enough for ~10+ for each color per player (alternatively, felt markers of 5 different colors to draw with). These will be used to mark the masks during gameplay.
- Colored ribbons (~2-3 times # of players per chosen colors) cut into ~8-10 inch (20-25cm) lengths
- A small snack to be eaten when entering the fae realm, a beverage to be sipped when leaving
- A sign-in sheet/document for players (any name is fine, it's just for tracking total number of players)
- Blank name badges (or online, the ability to change names of players)

In-person space requirements: You'll want a central space, and also spaces for pairs and trios of players to be able to interact semi-privately. In the central space, have chairs and a table for the game materials. Optionally, you can decorate the whole space like a magical realm, mystical forest, secret crystal cave, ethereal realm, a mix of them, or whatever else may inspire you for the setting of this game.

Print the Fae page and cut them to separate them to individuals. Place them in a "unused fae" location.

Print and make the Mortal Attributes available to all players.

Online space requirements: You'll need a video meeting software that all players can access (like Zoom or Discord), with the capability of making "breakout rooms" or similar sub-rooms that players can freely move to and return from. All players should have video and sound capability. Ideally, the software has closed captioning ability for any deaf players or people who have difficulty with auditory processing.

One person should have the cool stick and ribbons. All players will need multiple masks and the stickers (or markers, some way to mark their masks during play). All players should have a snack and drink they can nibble and sip from during rituals to enter and leave the fae realm, respectively.

Fae page and mortal page should **only be** read if & when a player is about to create a fae or mortal character, respectively!

Set The Scene (If you joined a game in progress, quietly read this page and the next to yourself)

It started with a ritual done by the mortals who had lost the joy in their lives so much that they have forgotten how to even connect with one another. At exactly 11:11 o'clock during the Winter Solstice, they wished they were more interesting and saw the world as less boring. Whether the wishes were unconscious or deliberate, they did not know that this was 11:11 on the 11th year of The Great Cycle of the fae - a special few moments very important and powerful to the fae.

At this beginning point of a cycle, their world has exhausted everything worth craving. Fae must renew their *Tree Of Desire* with glamour magic. How? By being entertained by mortals, of course. Don't worry, after the fae have had their fun, they will return the mortals to their dull world again, but not after having changed them, *obviously* for the better. If they're cooperative, of course.

Thus, these unaware mortals were all whisked away to a magical realm, which drew a gathering of the mysterious and tricky denizens: the fae beings. Mortals are full of potential and short of brains. They know of fae from many legends and stories, some paint them as tricksters, some as DESCRIPTION

Fae are singular-focused and funny beings. Fae know of mortals as simple-minded intruders who are yours to play with. They are fragile and short-lived, but the odd things they do pique your interest and fascination. Because they are so unpredictable, you can ~~steal~~ *share* a little bit of them to restore your *Tree of Desire* with glamour magic. If you don't, a fate worse than mortality would occur: **boredom!**

As mortals, players should try to:

- Rediscover their own personality. This is revealed through roleplay, building on other players' suggestions and ideas. There is no hidden "correct" answer - your collaborative roleplay is the answer!
- Discover what Personality Colors they are drawn to in other mortals.
- Make a Lasting Bond with another mortal who has sufficient Personality Colors you desires, by performing the *Ritual of Ribbon Tying* with that other mortal and the *Tree of Desire*.
- Return to the mortal world. Or, perhaps, *instead*, see if you can stay in the fae realm.

As fae, players should try to:

- Roleplay your fae personality, while concealing obvious names of this personality.
- Award colors to mortals, by instructing mortals to apply them (a sticker or a mark) to their mask once they have satisfied a secret rules.
- Ensure the *Tree of Desire* is recharged by the mortals.
- Send the mortals away once you've had your fun. Or, perhaps, *instead*, offer one to trade identity with you, giving up your immortality to experience a mortal life, and bestowing them your

Concept: Personality Colors

Personality Colors in this game represent five broad categories of personality aspects.

They are kept hidden from players, and learned about as mortals.

The facilitator should choose five distinct colors, and mark the Color Table as indicated on the Color Page.

Fae may not reveal what they mean - it would go against their nature (and defeat the central point of this game).

Concept: Food and drink in the Fae Realm

Food and drink are important ritual elements in the Fae Realm. Food represents the deepening of magic. Drink represents the washing away and distancing from magic. These have gameplay effects only during particular rituals.

All players should have a snack and beverage available to them.

Last 10 Minutes of Game:

Game will enter the last 10 minutes when either:

- An agreed amount of time has passed (like 90 minutes). Players should agree, before game start, how long. -OR-
- When the *Tree of Desire* has sufficient ribbons tied on it (how to earn explained later), the facilitator should announce: “The Tree of Desire has been re-energized for another 11 years! In 10 minutes, fae should perform their Banishing Ritual, afterwards, anyone still mortal will find themselves back in their mortal world, at 11:12pm on this same Winter Solstice.” Then, after 10 minutes, the facilitator should remind the fae if they have not started the ritual, to begin it immediately. Current fae players then will perform the ritual, and the game will be over.

How many is “sufficient” ribbons to trigger the Last 10 Minutes of Game?

One of each of the colors corresponding to the 5 Personality Colors is tied to the *Tree of Desire*. Additionally, the total number of ribbons tied to the Tree of Desire should be twice the total number of players. (Be sure to include any players who joined partway into the game - consult the sign-in!)

Choose a Character:

1. Before end of game, any player not in the game may join (or return) game by following the “Choosing a Character” instructions. This game is intended for players to be able to leave, rejoin, or join mid-way through.
2. *If you have not already this game*, sign in on the sign-in sheet. You only need to do this once per game. It is just to track total players, since it’s possible that players may join in partway through a game.
3. Number of players roleplaying fae should **never exceed the number of mortals!**
Likewise, the number of mortals should **never exceed fae by more than 1!**
This means if you are joining game, keep the game in balance with your choice of fae or mortal!
4. At game start, players should NOT have read both Fae and Mortal character pages.
Players entering game are intentionally kept from knowing both!
5. Each player should choose, one at a time, whether you will start as a mortal or fae.
6. Go to the corresponding Choosing a Fae or Choosing a Mortal and follow the instructions to choose a character.
7. Put on an unmarked mask (no stickers - or marker marks).

Playing the Game:

1. Mortals may only speak to one fae at a time.
2. A mortal may request to talk to an unoccupied fae, and a fae may request to talk to an unoccupied mortal.
3. You should seek out private spaces to talk, except for initially requesting to talk to someone.
4. Fae may only speak to one mortal at a time, unless the mortals are “traveling together”.
5. Mortals should only add a sticker (or mark) to their mask if instructed to by a fae.
6. Fae must follow their rules that determine when to tell a mortal to add a sticker (or mark).
7. One Fae may swap identity with One Mortal, but both must agree, and the fae must confirm if a (secret) requirement is met.
8. Any ritual with 2 players must be mutual between them, except the end of game ritual.
9. Game will end with the fae performing the Ritual of Banishment.

Ritual Reference Guide

(read this aloud before game start)

Ritual of Traveling Together (2 mortals)

Two mortals (and no more) may mutually agree to become “traveling together”. You may only be “traveling together” with one mortal, and one at a time. Either mortal may choose to end “traveling together”, and does so by simply saying to the other mortal, “It is time that I walk my own path alone for a while.”

Ritual of Ribbon Tying (2 mortals)

Each mortal has 2 Personality Colors that they desire. When you find another mortal with a mask that has at least 4 of one color, and 3 of the other, you may ask the other player to make a Lasting Bond. The second mortal may accept if you have at least 4 of one of their desired Personality Colors, and 3 of another. The second accepts by suggesting a bond that they wish to enter in, such as “friend”, “creative partner”, “lover”, “co-parent”, “found family”, etc. The first mortal must then accept that suggested bond, politely decline, or suggest a different one. Once they both agree on that bond, they should each choose one of the 2 colors they desire, and tie each of those 2 ribbons around the Tree of Desire, and announce, together, “We tie these ribbons as a symbol of our Lasting Bond as (NAME OF BOND HERE)!”. (Online: Facilitator ties)

Ritual of Swapping (1 fae and 1 mortal)

A fae and mortal may mutually agree to swap identities through the Ritual of Swapping. To do so, the fae must also confirm that the mortal meets the (secret) requirements to take on that fae’s Title. After performing this ritual, the player of the fae will exchange character information with each other. The player who was the fae should take a sip of their beverage, and the player who was the mortal should take a bite of their snack.

Players should fill out new name badges. (If online, change your names and pronouns in the meeting software.)

Additionally, any fae becoming mortal means they player is now “fae-touched”, because they have memory of what the colors means with each personality. They are thus forbidden from speaking about any secret rules of the fae, as well as what the color of their previous fae(s) mean, for the remainder of the game. (Otherwise, the game would totally break.)

Ritual of Banishment (mortals, and fae at game end)

A mortal can leave the game anytime by performing the Ritual of Banishment on themself.

At the end of game, fae *shall* perform this ritual together and all mortals shall be banished from the fae realm.

The ritual is performed on oneself by proclaiming, “I banish myself from this ridiculous realm!” 3 times in a row, without interruption, and then taking a sip of your beverage. For fae banishing mortals at game end, they instead say, “I banish these mortals from this ridiculous game!” 3 times in a row, together, without interruption, and all players take a sip of their beverages.

Ritual of Fae Slumber (1 fae)

You can leave game as a fae at any time. A fae may grow weary, and feel like retiring to their own personal realm (and unreachable to others). Do so by proclaiming, “I grow weary of this charade!” (or something more ridiculous in character). The player then sets the fae information on a pile designated for already-played fae. Take a sip from your beverage.

Ritual of Fae Awakening (1 fae)

For players entering game as a fae, you perform this ritual to enter game. In the style of your character, roleplay awakening from a deep slumber, having simply appeared in this area with everyone else.

Ritual of Entering The Fae Realm (1 mortal)

For players entering game as a mortal, you perform this ritual to enter game. In the style of your character, wish 3 times (the same or different) that you wish you were more interesting and the world was less boring. Take a bite of your snack, and once your mouth is empty,

Choosing a Mortal

(only read this when you are ready to create a mortal character)

As a mortal character, life is has become a doldrum and humdrum. You have lost yourself so much in routine and daily grind and monotony that you've forgotten even what makes you appealing or attractive to other people!

Further, you've forgotten what it is that you even find attractive and appealing to you!

As a mortal, you should roleplay as a normal human, other than forgetting what makes you attractive / desired / appreciated, and what in turn you find attractive / desire / appreciate in other people.

Be a conscientious player! Since you may join the game while it's underway, be conscious about your choices.

Don't pick something you think might offend anyone! If someone gets offended, you and the other player can come up with a new idea, tweak your character, and then resume play as if nothing bad happened.

Choose an occupation. (Don't overthink it.)

Occupations should be clear and commonly understandable to players. Here's some examples you can choose from, or you can choose your own: teacher, lawyer, gardener, nurse, care giver, homemaker, artist, emergency responder, diplomat, butcher, baker, sales clerk, computer programmer, lumberjack, chef, vehicle driver, athlete, dancer, chemist, engineer, etc.

Choose age and pronouns.

Answer the following questions to yourself (write them down if it helps you remember):

- What's a dream this mortal gave up on a number of years ago? How many years?
- What's a hobby that they used to love, but no longer have time for anymore?
- What's their favorite season and why?

Randomly choose 2 of the 5 available colors as "Personality Colors".

Do NOT look at what these mean! Just pick 2 colors!

These are the 2 colors that your character finds attractive and/or appealing in others.

You, both as a player and character, are intentionally not supposed to know what these mean when you start this game.

Give your mortal a first name.

Note: Knowing a mortal's name does NOT give anyone power over them, for the purposes of this game.

Badge yourself

Make a name tag with the name, age, pronouns, and occupation on it, and affix it to yourself.

(Online play: put as much as you can as your name in the online meeting software.)

Yes, you don't know what your character's personality is.

Let it come out in play as you interact with other mortals and with fae.

Next:

If game has not yet started, wait until all starting players are ready.

Then, Perform the *Ritual of Entering the Fae Realm*.

Choosing a Fae

(only read this when you are ready to create a fae character)

In this game, fae are immortal supernatural beings that each embodies a particular personality. Their names are kept secret, and they are known by titles that hint at, but abstract their nature. These titles are permanent and fixed, but the individual embodying each title may change as the title is passed to a new mortal (who trades their mortality to the fae). There are 10 total fae. Choose from one of them (at random, or deliberately, if you prefer) from the unused fae. If all fae have been played already this game, you may choose from any of them. Read the rules below, and then choose one. After choosing a fae Title, you may have access to the Personality Color Table while playing as a fae. Lastly, randomly choose a Secondary Color (different from your Primary).

Key Fae Ideas:

- Mortals are totally illogical to you! Why do they do the things they do?
- Fae have been around for thousands of years.
- Be playful! Be odd! You want to be entertained and amused!
- Fae do not have direct contact with the human realm, and do not know what goes on in it, except what mortals tell them of it. Most mortal world things are foreign to fae.
- Are forbidden to speak to mortals about other fae's True Names or nature. Also, you crave attention.
- Roleplay your Primary Color traits mostly, but also sprinkle in some of your Secondary Color traits.

If game has not yet started, wait until all starting players are ready. Then, Perform the *Ritual of Fae Awakening*.

Title and Name

- You should only ever refer to yourself (or other fae) by their Title.
- Your True Name is your personality. You should roleplay as this personality.
- You MUST NOT reveal your True Name! This means never saying your true name, ever! Also, no cheating and saying homonyms, synonyms, or multiple words that sound like your true name!
- Should a mortal guess your True Name, you should NEVER confirm it.
- Knowing a mortal's name does NOT give you any power, for the purposes of this game.

Awarding Color Marks

- When a mortal you are talking to demonstrates they are very similar to your True Name, you shall aware them a Color Mark. How similar is "very similar"? If they come close and it's been a few minutes, it's close enough.
- You may only award one Color Mark to a mortal per minute (don't worry too much about being exact). Awarding takes glamour which needs time to recharge. When you award Color to a mortal, you can roleplay casting a spell.
- If 2 mortals are "Walking Together", then you should pay attention to how they interact with each other.
- During these interactions between mortals, you may award a Color Mark based on your Secondary Color,
- Should a mortal have 7 or more stickers (or marks) of the same color on their mask, and that color is the same as your primary color, they have met the eligibility of the Ritual of Swapping with you.

Title - True Name - Primary Color

Loligar - The Steady and Constant - 4

Groflam - Bright Light of The Sky - 2

Wigglefro - - 3

Sessirew - 1

Deepaxver - 5

Banchreg - - 1

Mawblet - - 2

Adaapah - - 3

Mirtef - - 4

Bortr - - 5

Personality Color Table
DO NOT READ AHEAD!
This should be folded in half

Personality Color Table
THIS IS THE SPOILER SIDE
ONLY READ IF INSTRUCTED

In-person: Print this page out and fold it in half, vertically. (Multiple copies can be handy.)
During setup of game, choose an available color (from stickers or markers) and apply one to each of the five categories.

Number	Color	(Suggested color if available)	Personality Traits Associated With Color
1.	_____	(red, if available)	Bold, confident, forward, loyal,
2.	_____	(gold / yellow, if available)	Shining, kind, talented, giving
3.	_____	(green, if available)	Warm, willing, adaptable, helpful
4.	_____	(blue, if available)	Solid, grounded, present, resilient
5.	_____	(silver, if available)	Clever, perceptive, creative, humorous

Safety and Accessibility

Usual safety rules for larps apply. This is a very truncated list meant as a brief overview, not a comprehensive safety and accessibility guide.

Players should discuss before game what's okay and what's not. Each player is **always** more important than the game!

“Cut” - announce “cut”, just like a director, to pause the action of the entire game. All players should stop roleplaying, be quiet, and determine what needs to happen to make everyone feel comfortable before continuing.

Food and Drink and Respiratory Illness:

If your group doesn't wish to use this mechanic, you may substitute with props and mime the actions.

Accessibility

Before game, ideally in advance, ask players if anyone has any ways that their accessibility needs for the game can be met. After going through rules and such together, ask again, since players may have additional concerns. Follow recommendations of players, especially players who are clear that their request is an accessibility or disability need.

Colorblindness

Be sure to check if any players are colorblind. If so, ask them how you can additionally distinguish marks. This could be by making different shapes with markers, or adding numbers for each color and mark the number on each sticker, etc.

This is a game that uses analogy and metaphor to explore ideas about neurodiversity, asexuality spectrum, and the variety of ways humans connect into different types of relationships.

After game, some thoughts to consider:

- Did you have different perspectives on personalities and attraction as you played different characters? As you played more than one mortal? More than one fae? Mortals and fae?
- How did your understanding of personalities and attractions change as mortals gained more stickers (marks) on their masks?
- Do you have any new thoughts about attraction or relationships, having come out of the game?