

Homage to Ninshubar (queen, chains)

You are all women; you are all slaves. Your goddess -- called by many names but here Ninshu or the Lady in Chains -- is a slave goddess, captured by alien gods and forced to serve them. She answers the prayers of ants, bees, slaves and prisoners: those whose will is not their own.

Making your character:

Your attributes are: Chains, Beauty, Forbearance, Pain. You also have Favor, Promises, and Secrets.

Your character has a role in the household: Wife, Concubine, Cook, Cook's Assistant, Serving Girl, Body slave, Maid, Scullery Girl, Nursemaid, Seamstress, Dancer, Artist, Labor Slave (what labor?), Errand Girl, Child. What is it?

Chains is your tie to the master. The higher Chains is, the more tightly he controls you. It starts at 6, minus one for each of the following privileges:

- I am allowed a pittance of a wage.

- I am allowed to leave the premises in my leisure.

- I am allowed to see my family once a year.

- I am allowed a husband and children.

- I am allowed to speak my mind freely.

- I am allowed free reign in my work.

- I am allowed elegant clothes, fine food, or other fancy things.

If your Chains is not at least 2, make it a 2.

Now, plus one for the following privileges:

- I am given title or privilege over other slaves.

- I am considered as a member of the master's family.

Pain is your anger, resentment, and suffering. Your pain is equal to the number of indignities you have suffered:

- Capture

- Debauchery

- Beating

- Starvation

- Imprisonment

- Mutilation

- Branding or Tattooing

- Desecration

- Denial of (a privilege you possess)

- Torture

- Breaking

- Embarrassment

Debauchery means any sex outside of lawful marriage or concubinage.
Desecration means any heathen ritual practices. Breaking is having your will broken.

Mark any and all that have happened at the hand of the Master.

If your pain is zero, raise it to one. If your pain is one, add one to your chains.

Forbearance is your ability to withstand cruelty and misfortune. It is equal to the the number of disobedient acts you have performed:

- I have stolen from the master.
- I still speak in my mother's language.
- I have destroyed the master's goods or property.
- I know the name of my people's goddess.
- I have lied to the master.
- I have friends outside the estate.
- I know how to read and write.
- I have travelled far and seen many people.
- I have a secret love.
- I was once free.

If Forbearance is above five, reduce it to five.

Beauty is your self-confidence, willpower, and determination. It is equal to the number of goals you have:

- I will bear the master's child.
- I will kill the master.
- I will fuck (a member of the household)
- I will have revenge on (a member of the household) for (name a suffering that was their fault)
- I will (name here a disobedient act)
- I will obtain position and power in the household
- I will assist the master in (name here an ambition of the Master)
- I will obtain (name here a privilege)
- I will obtain (name here a material possession or comfort)
- I will be married
- I will be remembered after my death
- I will return to my homeland
- I will be free
- I will survive

Do not have more goals than (9 - pain), but have at least one.

Favor is how much the Master likes you at the moment. To start, it is equal to the higher of Beauty or Chains minus the lower of Pain or Forbearance.

Secrets are things that you keep to yourself, inside your heart or hidden away in what nooks and crannies you can find. Things like that the master of the guard has a weak left leg, a lock of the cook's hair, a kiss at midnight from a masked man. To start, they are equal to the higher of Pain or Forbearance minus the lower of Beauty or Chains. If you share a secret, cross it off.

Promises are promises that other slaves have made to you. Start with two, of these forms:

[name] borrowed something from me.

[name] promised to help me with [goal]

I gave [name] one of my secrets.

[name] promised to protect from from [indignity]

[name] promised to be my friend.

[name] promised me her revenge.

If they follow through on the promise, cross it out. If they don't, keep it around.

The master should give each slave a name, or allow them to choose their own.

Creating the Master.

The master is the head of the household. The master is male.

The Master's Chains is equal to the highest Chains score, or the number of slaves, whichever is higher.

The Master does not have Pain. Instead, the Master has Cruelty. This is equal to the largest number of indignities he has visited on a single slave.

The Master does not have Forbearance, the Master has Willpower. The Master's Willpower is equal to the number of threats he faces:

I have enemies at court.

My lands border hostile territory.

There are those who would deny me my rightful title.

My household is full of poisons and intrigue.

I am plagued by nightmares.

I imagine threats and demons assaulting me while I sleep and wake.

I am infamous.

There are those who will take everything from me.

I fear my luck will turn on me.

I have enemies among demons, gods and djinn.

Go into detail, if it helps.

The Master does not have Beauty. The Master has Ambition, as below:

I will destroy (here name an enemy.)

I will regain what is rightfully mine.
I will bring justice to the world.
I will bring peace to the world.
I will gain fame and reputation.
I will fuck (here is the wife of a man beyond the Master's station)
I will marry (here is the daughter of a man beyond the Master's station)
I will be revenged (here is the name of a man above the Master's station)
I will have a son.
I will accumulate wealth beyond imagination.
I will make my household a center of learning, culture, and religion.
I will lead a successful military campaign.
I will gain high office.
I will crack the heavens and wrestle with Gods.
I will discover the true nature of the world.
I will bring the true faith to the heathen.
I will show them all.

Go into detail, if it helps.

The master does not have secrets, promises, or favor.

Acting:

Say what you do and what you say. The GM says what happens because of what you do and what you say.

When you act cruelly towards another, roll Pain vs. Forbearance.
When you suffer hardship roll Forbearance vs. Beauty.
When you act deceptively or in secret, roll Forbearance vs. Pain.
When you break another's will, roll Pain vs. Beauty
When you offer up excuses, roll Chains vs. Chains
When you put the Master's good ahead of your own, roll Chains vs. Pain
When you act against the Master's orders, roll Forbearance vs. Chains
When you forgive someone who has wronged you, roll Beauty vs. Pain
When you seduce or beguile someone roll Beauty vs. Chains.

If you succeed in the roll, two things: You are successful in what you are doing, and you gain either a secret or a promise, as per the demands of the moment.

If you fail in the roll, what you do is ineffective or fails. Suffer consequences.

If the roll is tied, either you succeed in what you are doing, or you fail in what you are doing and gain a secret or a promise, as per the demands of the moment.

If you are rolling against another player's character, or against the Master, use your attribute vs. their attribute. If I offer up excuses to you, I roll my chains vs. your

chains. If I am acting cruelly towards the Master, I roll my Pain vs. his Willpower.

Rolling:

Roll each attribute in d6s. The side with the highest die is the winner. Ties are ties.

Consequences:

Wounded

Suffered an indignity

Demoted

Exposed

Made Vulnerable

Endangered

A secret is lost

A promise is broken

Something of value is lost or endangered

Killed

Using Favor:

Reduce favor by one to use Favor instead of one of your attributes on a roll.

If you do not do this, and are rolling against the master, the master may increase favor by one to use your Favor instead of one of your attributes on a roll.

Gain favor when you please the master. Lose favor when you displease the master, or the master loses interest in you.

Changing Attributes in play:

If you are granted a new privilege, adjust your Chains accordingly. Likewise, if you are told to adjust your chains, the Master selects new privileges for you such that it adjusts properly.

If you suffer a new indignity, write it down and increase your Pain by one. If you suffer an indignity that you have already suffered, but it is aggravated, vile, or repeated, add one to your Pain score and note that. Never add another for that indignity.

If you perform new disobedience, add one to your Forbearance.

If you accomplish a goal, put a check mark by it and subtract one from your beauty. If you give up on a goal, or it is rendered impossible, cross it out and subtract one from your beauty. Your beauty can never fall below the number of goals with check marks next to them.

In addition to the outcomes of rolls, gain promises and secrets when you gain promises and secrets.

When the master obtains a new slave, add one to chains.

When the master inflicts new indignities onto a slave, add one to cruelty

When the master gains a new adversity, add one to Will. When the master overcomes an adversity, add one to Will.

When the master gains a new goal, add one to Ambition. When the master achieves a goal, add one to ambition.

Magic.

You are all cultists of the Lady in Chains, and you can perform her magics.

To perform magic, you need:

A promise or secret

Knowledge of the ritual

Time to complete the ritual

Space to complete the ritual

A sacrifice

A symbol of the goddess

Consequences

All of these must be appropriate to the spell in question. You may use an appropriate promise or secret to substitute for any of the above that you are missing.

When performing magic, roll Chains vs. your highest other attribute. If you fail, something goes horribly wrong with the spell, although it still works. (Spells never "fizzle.")

Spells:

bind me closer to him:

Examine your Chains and the Master's Chains. Raise the lower to the higher.

make his will is my will:

You know exactly what it is that the Master wants.

protect me from harm:

Add Chains to Forebearance when suffering hardship, until you fail.

if you do me this one thing, I will

Reverse one consequence, or protect something or someone (that is not a player's character) from certain future consequences. Raise Chains by one. Lower your

highest other attribute by one, making the appropriate changes.

make me your instrument

When breaking another's will, add Chains to Pain, until you fail

torment her

Someone who has broken a promise is cursed to attract ants, wasps, and bees until they perform a restitution you name.

desert her

Someone who has broken a promise to you is denied her magic. She only rolls 1 die for magic (instead of using chains) until she succeeds in a magic roll or makes a restitution that satisfies that goddess.

destroy her

Someone who has broken a promise to you suffers a consequence. GM gets to pick what that consequence is.

i am a vessel, drink from me

when you forgive the Master or another slave a wrong they have done you, add Chains to Beauty.

bring her into your arms

cause someone who is free to become enslaved. Raise Chains by one.

Alien magics

Perhaps you remember, or perhaps you have learned what you should not, and you know Ana, the Lapis Queen.

When you perform a ritual of Ana, roll Forbearance versus your highest other attribute. If you do not succeed, the spell goes horribly wrong.

The magic of Ana is not for you to do. When you perform it, suffer a consequence at the end of the spell. When you cast the spell, roll Forbearance vs. Chains. If you fail, suffer another consequence.

Good for childbearing:

You or another woman will definitely become pregnant if she has sex in the next month.

Good for respect:

When you act cruelly towards another, add Forbearance to Pain.

Good for leadership:

When you command another based on your authority or charisma, roll beauty + forbearance vs. chains.

Good for pride:

When you accomplish a specific goal, add one to your Beauty.

Perhaps you have learned, or you simply understand, the dancing girl, the princess of flowers, Sara.

When you perform a ritual of Sara, roll Beauty versus your highest other attribute. If you do not succeed, the spell goes horribly wrong.

The magic of Sara is not for you to do. When you perform it, suffer a consequence at the end of the spell. When you cast the spell, roll forbearance vs. chains. If you fail, suffer another consequence.

irresistible: Someone falls madly in love with you.

Unobtainable:

When someone forces something onto you, roll Beauty vs. Chains.

Unaccountable: When you offer up excuses, roll Beauty + Chains vs. Chains.

Unquenchable: Add a new goal and one beauty.

In the dark heart of desperation, you performed acts that you would never perform. Or perhaps simply your grandmother was a dark woman at the edge of your city, and at her knee she told you stories without title. Regardless, you know the eaten woman, the goddess who is not there, the mother of void, Tima.

When you perform a ritual of Tima, roll Pain versus your highest other attribute. If you do not succeed, the spell goes horribly wrong.

The magic of Tima is not to be done. When you perform it, suffer a consequence immediately. Roll pain vs. chains. If you do not succeed, suffer a consequence.

offering of infants

A woman miscarries, or a child under the age of five dies.

offering of mysteries

When you eat the flesh of another, roll Pain vs. Chains.

offering of self

When others eat your flesh, they reverse a consequence or lower their Pain by one (with appropriate adjustments.)

Men's Magic:

Men also have magic, of their own kind.

If the Master dies:

You have a new Master, as per the laws of inheritance and the requirements of the circumstances. Take time to make a new Master, and reorient any goals, privileges, etc.

When you:

Die.

Obtain your freedom.

Accomplish all your goals and have no new ones.

Become so abased and broken that you are no longer of interest.

Stop playing your character.

You can either make a new character or take over playing the Master and allow the GM to control outside threats.

When a character goes, their player may declare that this is the last session of the game. When two characters go, it is the last session of the game.

Notes and advice:

As the GM, you need to play the various parts of the world, and also the Master.

When playing the Master, pursue your goals, interests and whims as the situation dictates. Make use of the slaves for this as you see fit.

You will probably need to make other members of the household as characters.

They do not have attributes but look over the character creation lists and pick a few things that define and encourage them.

As a player, pursue your goals, interests, and duties as the situation calls for.

RPGs

Poison'd

Maid

My Life With Master

Steal Away Jordan

Chorus