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SAVAGE BLOOD

A FANTASY STORYTELLING GAME OF
REVENGE & COLONIAL ULTRAVIOLENCE

The little bird thought she was going to die out there in the forest. All alone.

She called out in her sweet, baby voice, to see if her ma would hear her. Her voice was so pure, it carried for miles through the trees.

And suddenly, out of nowhere, her ma came flying down and scooped her up in her breast. And the little baby bird chirped with delight. She held on tight to the trees till they came to a beautiful place where she and her ma and pa could live happily together.

The sun shone brightly, the air was clear, and she was home. She was free.

- *“The Nightingale” (2018, dir. Jennifer Kent)*

A BabblegumSam Game
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HOW TO PLAY

This story-game uses an intuitive storytelling technique that uses a tarot/oracle/art deck. While it may feel like you don't know how to read a deck, treat them like prompts - look at the card and tell the story you want to tell, and that which naturally emerges.

- What do I feel is going on in this image?
- If I could speak to anyone or anything in this card, what would they say? What would they sound like?
- What symbols call out to me? What do I immediately associate them with?
- If I treat this card like a still image from a scene, what do I feel happened just before this image? What will happen after?
- When I pull a new card, how do I feel it complements or contradicts a previous card? What is the hidden story between the cards?
- What archetypes am I reminded of? What stories come to mind,
- what characters? How can this inspire my answer?

During the game, you'll take turns to draw a card for each specific question. When pulling a card, you can ask each other for follow up questions, helping fish more story out from the veins. If you can't think of anything, just start talking and see what emerges and connect.

This game can be played between 1-5 players (although I think 2-4 is best).

TAKE NOTE: This story-game contains themes of ultraviolence, slavery, racism, marginalization, & colonialism. It is also very possible that the story that emerges will also contain depictions of sexual assault and genocide - amongst other things.

Keeping this in mind, do discuss boundaries beforehand and decide what each player does not want in this game and what you can skip over. For more information on RPG Safety Tools go to: linktr.ee/kiennas

These guide questions are adapted from those written by Jamila Nedjani of Sword Queen Games. Additionally, it takes heavy inspiration from Maria Mison's "Arch Angel Dating Simulator".

Deep in the heart of an orcish homeland, torn apart by roving adventurers and power-hungry imperialists, a drow slave and a lone orc trek across hostile territory to exact on an adventuring party for a history of violences committed against them and their people...

THE DROW

I carry the sins of my ancestors in my body, a curse of the gods that rendered me less than our fairer-skinned elf brethren. The humans deemed us violent and cruel, driving us beneath the earth and taking away our chance at redemption.

Even with aeons passing, they still deem us as vile and inhuman - fit only as criminals or as slaves.

I have been taken far away from my home, shipped off to serve at the feet of the humans. I only wish for my freedom, but they don't believe I am deserving that.

Name:

(Choose) Amdon, Aluyal, Belyn, Chandara, Garlom, Jhaldarim, Nathzyxreen, Raxle, Zyn, Zeelan, a name which speaks both elegance and relentlessness.

1. To them, my name is nothing more than a grating throat sound. What is its true meaning?
2. They deem us violent and cruel, irreversibly so on behalf of our cursed blood. What are my people really like?
3. How does my culture demonstrate cunning and honour, without selfishness or cruelty?
4. How were my people stolen from our homeland and put into slavery?
5. I carry with me magic from my homeland. What is it? Why did I choose this magic?
 - A spell which provides me with hidden knowledge
 - A spell which burns, illuminates, and/or bedazzles
 - A spell which moves and shifts the space around me
6. Without using extreme language or description, what atrocities were committed against me that forced me to embody the very violence they ascribed me with.?

THE ORC

The humans deemed us brutes and savage, cruel animals with little sense of intelligence or decency. For generations, my people have been hunted down and forced to resort to the very same violences that they accused us of.

Now? There is little left of our homeland as we have been forced to leave our homes and wander to survive - our histories reduced to whispers and our true tongues rendered extinct.

I carry with me the grief of my ancestors, burdened with a pain that I'll carry to my grave.

My True Name:

Badbog, Bogugh, Dul, Lazgal, Nargol, Sharok, Shurkul, Zlughig, Ugghra, a name which invokes both strength and nature. What does it mean?

1. However, they disgraced me with a human name. What is it?
2. To them, my homeland is a hostile wilderness filled with savage monsters, but to me it is something else entirely. How are my people connected to it, on both physical and spiritual levels?
3. How does my culture demonstrate strength and power without violence or brutality?
4. How did the humans tear apart my homeland and displace my people?
5. I carry a weapon, passed down from generation to generation. What is it? What legacies does it carry?
6. What does my soul long for? What have the humans done to ensure that I will never have it again?

THE JOURNEY

1. We came together burdened with the desire to exact revenge on that one human responsible for all our hurt and misery? What is his name? Why was it difficult for us to kill him?
2. He led a ragtag group of adventurers. Why were they a danger to themselves, the people around them, and the lands they trespassed on?
3. How did we start off on our quest? What incident brought us together? We were, at first, initially hostile and apprehensive towards one another. How did we come to understand and bond with each other despite our differences?
4. An Ill Omen - *pick 1 or both:*
 - An orcish place of worship or divinity, disgraced and ransacked.
 - A lone drow, working under the humans. A betrayer and a coward.
5. We eventually caught up with our target, but one of us succumbed to our anger and went too far. How did they fuck up our mission?
6. The Calm - *pick 1 or both:*
 - In a stolen moment of peace and quietness, we took turns to share something beautiful from our homelands. What did we share?
 - While trekking through rough hostile territory, some humans provide us with food, refuge, and comfort. How does this change the nature of our revenge?
7. An Incurable Wound - *pick 1 or both:*
 - A ravaged orc village. Corpses strewn about. Blood-soaked ground. Utter desolation.
 - A group of enslaved drows, starved and beaten. Imprisoned by human guards.
8. We faced a moment of utter defeat. What horrible thing happened to us and how did we crawl out of it together?

HOW THINGS END

1. When we finally got our chance at revenge, how was it not what we wanted? How were we unable to completely fulfill our revenge?
2. How did we eventually find closure in our way? Did we find or realize anything else in the process?
3. Unable to return to a normal semblance of living, what final ritual do we conduct in memory of our peoples and everything we've lost.

