

Beginning to play

In memoriam anamnesis.

To Honour and Obey is a system based on *Anamnesis* by Sam Leigh. You will play by yourself, drawing tarot cards to discover what trials our lady will face in the months until her husband returns, and how well she will endure them.

You will need: a tarot deck, a piece of paper, and a set of tokens of any kind.

Seperate your tarot deck into five decks; Major Arcana, Wands, Swords, Cups and Pentacles.

Strengths & Enemies*

My blood hums with ancestral magic

I learned politics at my mother's knee, and
can read anyone's intentions

My obvious virtue and kindness makes it
hard to oppose my wishes

My cousin has always hated me, and wants
everything I have

My husband's rival, Sir Nilvaine, covets the
lands we have been given to protect

A wicked magician desires me, and will do
anything to have me in his power



*examples only

Act O

Establishing the set.

Draw a card from the major arcana, and place it face first in front of you. This is your strength. Use the card to describe the talents, qualities, skills or secrets that you have that you rely on to survive.

Whenever you use your strength to confront a problem, you will place a token upon the card.

Draw a second card from the major arcana, and place it to the right of the first card, reversed. This is your enemy. While there are many crows circling your keep, your position and your son's inheritance, one of them is the most dangerous. Use the card to describe them.

Whenever the cards confront you with a problem that you do not know how to solve, or you deal with a problem badly, or are forced to act in desperation, you will place a token on this card.

These decisions are up to you, with one exception. If a card is drawn reversed, your enemy always gains a token. Describe how your clever solution to the problem in front of you puts you in a bad situation.

Act One *Pentacles.*

You kiss him goodbye, playing the dutiful wife until he is gone, away, like so much dust on the wind.

You bite your tongue when he tells you he is going away to fight evil. He is blind to the evil that exists within the walls of his own keep, to the battles he is now leaving you to fight by yourself. BUT the bards will sing of him, and never of you

And just like that, you are alone.

Draw three cards from the Deck of Pentacles. Answer the questions they ask, and assign tokens if appropriate.

If you do not have an obvious answer to a prompt, draw a card from the Major Arcana deck. Use this to guide your answers.

- A. You look down as the babe in your belly kicks you. How do you know that he is going to be a boy? Does your child bring you joy, or some other emotion?
2. As he rides away, you think about the one person you wish was here to offer you support and wisdom. Why are they not with you right now? Do you cave in, and in a moment of weakness, ask them to come?
3. There is one place in the castle you are afraid to go without protection. Where is it, and why will you never go there? What danger does ignoring it bring, if any?
4. As you stand by the gate a man watches you from a window. What about his gaze makes your skin crawl?
5. You examine your skirts as they brush through the mud. What have you worn today to give you some kind of edge? Is it working?
6. Your hand brushes a metal item hanging on your belt. What is it, and how does it protect you?

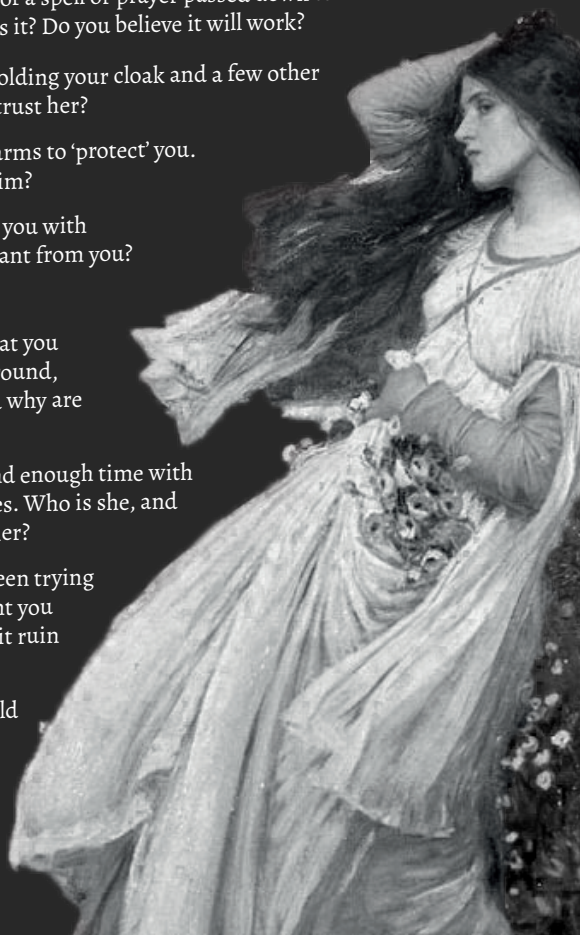
7. As he leaves, you recall the words of a spell or prayer passed down to you by your grandmother. What is it? Do you believe it will work?
8. A maid is standing behind you, holding your cloak and a few other small items. Who is she? Do you trust her?
9. Your husband has left a man-at-arms to 'protect' you. Who is he? Why don't you trust him?
10. The steward of the castle looks at you with calculating eyes. What does he want from you?

P. There is an activity that you are fond of that you cannot perform whilst your husband is around, for fear of his disapproval. What is it, and why are you looking forward to doing it again?

Kt You have a friend who you can never spend enough time with when you are attending your wifely duties. Who is she, and how quickly have you made plans to see her?

Qu You have a terrible secret that you have been trying to keep from your husband since the night you were married. What is it, and how could it ruin everything?

K. There is a regular visitor to your household who only seems to pass by when your husband is away. Who are they, and why are they so interested in you?



*A*ct One: Epistolary

Write to your Mother.

Tell her about your new keep and your new duties as lady of a small fiefdom. Tell her of your insecurities and fears, of your love and resentment for your husband. Of your fears for your future, the threats you see on the horizon. Ask her what she would do in your place.

*What useful advice does she give you, if any?
If you enact it, place a token upon your **Strength**.*

Shuffle your Major Arcana cards back into your deck.



Much to do...
"Gather Ye Rosebuds While Ye May"

Act Two Swords.

You survey your keep and the surrounding land, and find there is much work to be done. The previous occupants ran the keep into the ground, and it is clear now why your questing king granted it so easily to your husband. Your inner cynic can't help but think it was hardly a generous gift.

With only the very limited resources available to you when your husband is away, you will have to do everything you can to solve the local's issues and rebuild without showing any weakness. You know that you are being watched closely, and your enemies will take advantage if they ever see you flinch.

Draw three cards from the Deck of Swords. Answer the questions they ask, and assign tokens if appropriate.

If you do not have an obvious answer to a prompt, draw a card from the Major Arcana deck. Use this to guide your answers.



- A. You find your coffers are almost empty. What unexpected expense was incurred by your husband before he left on his last quest? What plan do you enact to raise more money?
2. Whilst exploring the castle, you find evidence of a secret your husband has kept from you. What is it, and why does it anger you? Do you forgive him, or begin planning revenge?
3. A monstrous boar has taken to attacking locals in the forest. It is rumoured to be cursed in some way. What do you do about this threat?
4. You ride to one of the villages in your demesne, and find a mob of villagers beating a young woman, the village herbalist. What did she do to earn such a castigation? Do you intervene?
5. A priest requests your help to build a church in the area. However, you know that the locals are not Christian, and follow other traditions. How do you resolve the conflict. Do you make an enemy?
6. You receive word of a blight which has affected almost all of the crops in the neighbouring village. How do you help the villagers?
7. You notice that one of your castle walls is beginning to crumble. Do you find a way to repair it?
8. The main banqueting hall in your keep is utterly derelict, occupied only by spiders and mice. What do you do to restore it to its former glory?
9. Surveying the ledgers with your steward, you spot a discrepancy in the accounts. Do you confront him or investigate on your own? What do you discover the solution to be?
10. Loggers request access to a small wood at the edge of your land, said to be sacred to a group of druids. Do you allow them to cut down the wood, or refuse? What unintended consequence does your decision have, and how do you deal with it?



P. An artist wanders into your halls, asking for bed and board. As you cannot refuse him guest-right, what work of art do you commission from him whilst he stays at your hearth? What aspect of it has a magical nature?

Kt A hoard of Roman gold is found buried in the fields by a local farmer, but there is a dispute about who the coins belong to and you are asked to adjudicate. What is the problem, and how do you resolve it?

Qu You discover an item in your chambers which you believe to be cursed. What is it, and how do you get rid of it? Does it break the curse?

K. A famous craftsman who has travelled to Britain from Byzantium, offers to make a powerful artefact for your unborn son, in return for a private dinner with you. Do you accept his offer, or refuse to protect your reputation? Was this a genuine offer, or a plot to humiliate you?

Act Two: Epistolary *Write to your Husband.*

Tell him how you are protecting his property in his absence, of any issues with the household you think he may need to know. Decide how much you tell him, as a dutiful wife, and how much you hide from him as a woman protecting your own interests. Tell him about the child still growing within you, and any hopes and fears you may have for him. Ask him, if you dare, whether he will be back from his travels in time for the birth.

*Flip a coin. If the answer is Heads, he replies to your letter.
Add a token to your **Strength**.*

*If it lands on Tails he ignores you, or it never arrives. Grant
a token to your **Enemy**.*