

—Live Laugh Love—

A game of one-upping friends and drinking wine!

At the start of the game, everyone at the table designs their very own wine mom. Are they Married? Do they have kids? Are they a girlboss? The sky is the limit and the mimosas are endless!

The major things you'll need to figure out about your wine mom are:

NAME: *Self explanatory*

AGE: *Its impolite to ask a women their age, but these women will use anything to their advantage*

JOB: *What do they do for work? If they dont work, what do they fill their time with?*

BLESSINGS (3): *These are the good things happening in your characters life that they are thankful for. Husbands getting promotions, kids excelling in school, pulling off a successful affair with the gardener, anything that counts as a win!*

WEAKNESSES (3): *These are the things your character is ashamed of, or the things they fall short on, and more importantly, what the other women will likely be using as their ammunition when attacking you. Perhaps you just went through a horrible divorce, your cupcake business just went under, or you caught a nasty STD. These women love shadenfruede!*

Feel free to add as much detail to your character as you'd like, the more information you have on your mom, the more there is to roleplay with, which is always a bonus. Try to think about how your character knows the other women, and how she might fit into the dynamic.

Are they neighbors? Did they attend the same pottery class?

After your characters are created and introduced, it's time to play! Starting with the oldest at the table, players will take turns targeting other moms. The claws come out, and the ladies let loose with underhanded comments and bitter remarks! A turn will consist of the current player choosing another mom to target and engaging in conversation with them. This can be casual conversation, playful banter, commenting on their backstory and generally getting along, or they can go directly into an "attack". How fierce your mom behaves is entirely up to you!

When your mom makes their 'attack'—a remark to belittle their target, harrass them, or otherwise make them feel worse—the targeted mom then gets a chance to clap back with their own attack. The attacking player will roll 1D6 (or 2, if they target a mom's weakness) and the target will also roll a counterattack determined by the group. After words are exchanged, the rest of the group will vote whether they felt like the targeted mom's retaliation was nasty enough, awarding a second D6 to their roll if so. Whoever comes out with the higher roll wins! The loser, though, must down their drink. Drinks are, essentially, your mom's hit points. These ladies may have a tolerance for liquor, but after 3 drinks, your character is wasted and loses the respect of the other women!

As a gamemaster, feel free to ask yourself what setting you think would be most fun for your particular players. Perhaps a Saturday morning brunch with the girls at an exclusive venue, or a ladies' night in with crafts. Maybe one of the ladies of the group is having a baby shower, or even getting married? Get creative with the setting and let your players have free reign over their surroundings!

Around halfway through the game, after a few rounds of the women going at each others throats, throw in a contest of some kind at the players. maybe they all needed to bring a gift to the babyshower, maybe they're all trying to make the best craft at the girls night, or maybe they're all trying to shmooze the newest wine mom to the group to win her approval. These contests shouldn't require any dice roles, and are moreso imaginative problem solving on what they think would be the most impressive way to one-up the other women in the contest. The mom who the gamemaster (or the group collectively) thinks did the best job in the contest affords themselves an extra drink, keeping them in the game longer (or perhaps bringing them back into the game, should they have already knocked back one too many). The game continues after this contest, and eventually, the last woman still (mostly) sober is the winner!

The game was originally created to fill in gaps between my bigger tabletop game sessions, so it was never made to be taken too seriously. Let moms make alliances with one another, let them be outrageous and outlandish in their designs, and when they lose, let them make a scene of it! So long as the players are enjoying roleplaying as women who are off their ass on Shiraz, then it's a successful session!

A game by Aeria Quies

Cheers to my patrons!

*Fahlma
Silvlnk
BillDoor
Jonas
Temp_Anon
ZamBamThankYaMam*

