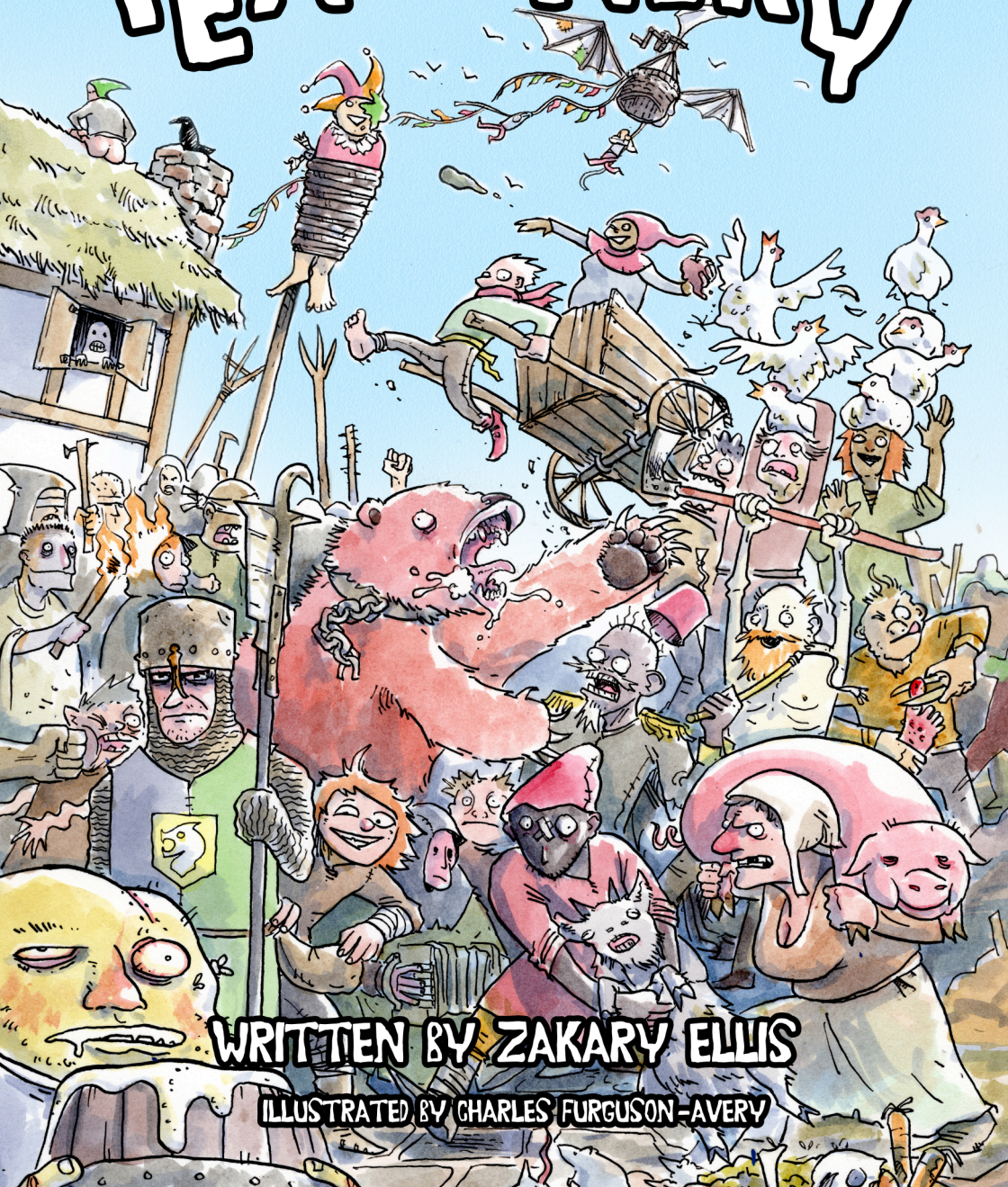


# PEASANTRY



**WRITTEN BY ZAKARY ELLIS**

**ILLUSTRATED BY CHARLES FERGUSON-AVERY**

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**This is a Playtester copy of Peasantry.  
This work is incomplete. Some pages have  
been left out intentionally.**

**Enjoy  
Zak E.**

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# Introduction

## What is Peasantry?

Peasantry is a game about grubby, nasty peasants struggling to survive in a lighthearted fantasy world. Infused with a sense of exaggerated humor, this TTRPG is designed for you and your friends to create silly and over the top one-shot adventures about commoners and the chaos they create. Amidst the chaos, each peasant strives to be the filthiest and most cunning of all, even if it means betraying their comrades.

## Make the World Yours

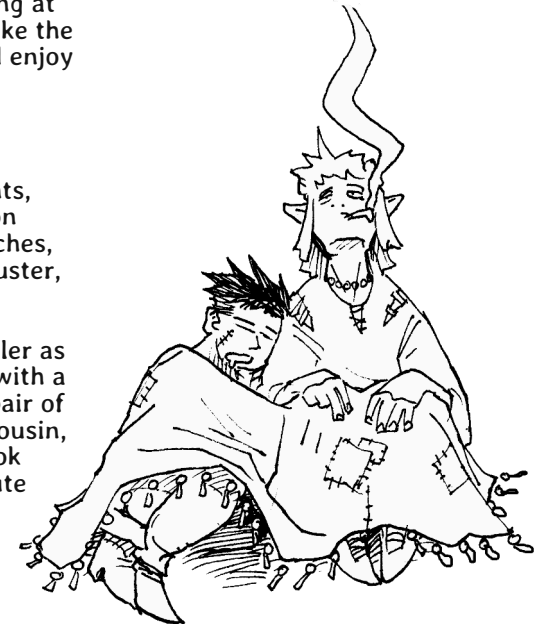
You will find no specific campaign setting in Peasantry. The game assumes that you are playing in a fantasy setting with magic, monsters, and presumably medieval stereotypes. And of course that the peasants are the focal point of the story. There is some reference to actual historical events within this book, however that is included only because the writer thought it was cool and interesting at the moment. Other than that, make the world of Peasantry your own and enjoy the experience.

## Explore the Crazy

In this book you will find: peasants, biggin caps, the Hughligan, wagon races, flyting, organ legging, witches, wizards, the Onomancer, Krud Duster, losing half your name in a bet, infectious diseases, an Ossified Orangutan, a candle that gets taller as it burns, Pandora's Box, a turtle with a fork strapped to its back, a bad pair of shoes, chickens, marrying your cousin, a fear of bowel movements, a book with two spines, a cursed pan-flute and so much more...

## Author's Note

When designing peasantry I wanted to create a game that is fast and easy to play. I wanted each new character to feel dynamic and peculiar whilst also minimizing how much time it took to make them. I wanted a system that allowed me and my friends to sit down and play a quick adventure amidst our busy lives. Peasantry is designed to be played in a single sitting: no campaigns, no grand story arcs, just hilarious quick fun. I also wanted my players to feel included in the storytelling process. Allowing them the opportunities to tell the story and describe the extremely amusing successes and failures they achieved together. And amidst all of that I wanted them to compete to be the nastiest peasant of them all. How glorifying will it be to exclaim that you were indeed the dirtiest, most nastiest peasant in your game. I believe that you and your friends will find all that and more when you play Peasantry.



# How to Play

## What You Need

Peasantry is designed to be played with 3-5 players and a Game Master (GM). To play you will need a six sided die (1d6), and a pair of ten sided dice (2d10) that will represent a 100 sided die (1d100). You will also need scrap paper, pencils, and character sheets.

## One-Shots

Gameplay for Peasantry is designed around one-shot adventures. A one-shot is a TTRPG game session that is designed to be played in a single session. The story should be designed around one singular premise, with a small cast of non-player characters (NPCs), and several encounters designed by the GM.

## Rolling the Die & Checks

Peasantry uses a roll-under-d6 system to determine uncertain outcomes. Whenever a player's character takes an action and the result is uncertain, the Game Master may request that character to make a check to determine success or failure. The player then must roll a d6; a result that is equal to or less than their most relevant attribute score is a success, anything higher is a failure. The GM determines which attribute is most relevant to the action being taken. NPCs do not roll dice.

## Impossible Tasks

There may be instances where a task is simply impossible. A peasant who never learned to read or write cannot magically learn to read by rolling well. In such cases, the check would simply fail, rather than requiring a roll. As a GM you should reserve this rule for only truly impossible tasks.

## Roll & Go

Successive attempts at the same task will produce the same result unless the situation has changed. This rule does not apply to things like combat, where things are dynamic and there is a lot of movement. This keeps the game moving forward.

## Failures

The outcome of a failure is up to the GM's discretion. It should be simple, fair, and relevant to the task at hand. In many cases, the task simply does not work and there are no penalties. For example, on a failure to break open a door, the door simply does not break. The task of escaping a runaway bull may have inherent risks, such as being trampled.

## Consequences

Whenever a player character rolls a six, they suffer both a failure and a consequence. Each player, including the one who failed, will write an idea for the consequence and anonymously submit it to the Game Master. The GM will then choose one or more of the consequences to take effect on the character. For each consequence chosen, the player who wrote it is awarded a dirt point. It is highly recommended that players create consequences that are fun; don't ruin your friendships.

## Advantage & Disadvantage

Advantage means you roll twice and choose one result to keep. Disadvantage means to roll twice and take the highest result. Multiple instances of either cancel each other out on a one to one basis.

## Skills

Skills represent specific activities and abilities your peasant is particularly adept at. If a character has a relevant skill to the task at hand, then they receive advantage on the roll.

## Desperation

Desperate times call for desperate measures. Players can use desperation to cheat at the game. Players are awarded desperation points whenever they fail a check. Desperation points can be expended to gain one of the following effects.

Cost: Effect

1. Force any player to reroll a die
2. Pull a common mundane equipment out of thin air
3. Peasant rage, you cannot fail your next 2 rolls
4. Heal an affliction by 1 tier
5. Perform a minor miracle (subject to the GM's discretion)

## Equipment

Equipment is primarily used as fuel for the player's imaginations and as tools for their adventure. Equipment may also be used to negate a consequence, doing so destroys the equipment. For example, after failing to dodge an attack, your helmet is used to stop the blow of a hammer from crushing your peasant's brittle malnourished skull. But the blow from the hammer splits the helmet open like a can of beans, thus exposing your skull to further hammer strikes. Strike the helmet out on your character sheet.

## Pandora's Box

What's in the box? What's behind the door? The unknown can be alluring. The GM may ask the players to "Open Pandora's Box" when confronted by the unknown. This is resolved exactly the same as a consequence, except that the players are submitting ideas for what the unknown is. If you are the GM this is a useful tool for when you cannot come up with anything.

## Contested Tasks

If two players want to perform separate conflicting actions they must make a contested task check. Both players will simultaneously roll for the task at hand; applying relevant skills and attributes as normal. If both players succeed on their roll then they are at a stalemate and must reroll. They will continue to reroll until either one player succeeds and the other fails, or they both fail. If only one succeeds then the succeeding player wins the contest and their action resolves successfully. If both players fail then they both suffer a conjoined consequence.

## Combat

There is no strict ruling on how combat is supposed to be run. In most instances let the narrative drive the story forward. If there is a need for players and characters to take turns then have each player roll fragility. If they succeed then they go before the NPCs, if they fail they go after. In general, allow each player to make one significant action or contribution towards the conflict within a single round of combat.



## Afflictions & Death

Afflictions represent varying illnesses, diseases, injuries, or disabilities that a peasant may acquire during the course of an adventure. Here's how they work:

- A peasant can endure up to 6 afflictions at a time. Exceeding this limit results in death.
- Afflictions start at tier 1 and can rise to tier 3. Reaching tier 3 results in death or a loss of control over the character.
- Whenever a peasant gains an affliction they must assign it a dice value 1-6, with only one affliction allowed per value.
- During a task, if a peasant rolls a dice value with an attached affliction they must make an illness check. Failure of this check worsens the affliction, increasing its tier by 1. This check does not alter the success/failure of the original task roll, nor does it cause additional illness checks. It may incur a consequence.
- The GM and players should incorporate the worsening afflictions into the story.
- If something happens in the game that would cause an affliction to worsen, increase its tier by 1. For example, if a peasant is already bleeding from a wound, and is stabbed with a sword, the bleeding will worsen and become a gushing.
- Healing affects like potions and medicine will reduce a tier by 1. If the tier is reduced to 0 it is cured. Some afflictions like amputation will never fully heal: GM's discretion.
- Dead players can still make consequences.

## Winning with Dirt

Peasants play dirty, and you're no different. Your job is to be the dirtiest, nastiest peasant there is. Whenever a player's consequence is chosen, they earn a dirt point. The player with the most dirt at the end of the game earns the title of filthiest peasant. While dirt points are inherently competitive, the goal should be to win by making everyone laugh. GMs should also include additional ways to gain dirt throughout play. Personally, I enjoy creating hidden trophy awards to give out at the end of a session. Here are some examples:

1. Most failures rolled: +2 dirt
2. Most items stolen: +1 dirt
3. Most afflictions: +2 dirt
4. Most consequences: +2 dirt
5. Most chaotic: +1 dirt
6. Worst death: +1 dirt
7. Funniest consequence: +1 dirt
8. Most desperation points: +2 dirt
9. Most NPCs recruited: +1 dirt
10. Worst crime committed: +1 dirt
11. Astounding roleplay: +1 dirt
12. Lone survivor: +3 dirt
13. Most fears faced: +1 dirt
14. Most enemies killed: +1 dirt
15. Biggest ethical dilemma: +1 dirt
16. Happiest ending: +1 dirt
17. Worst ending: +1 dirt
18. Best peasant accent: +1 dirt
19. Biggest betrayal: +2 dirt
20. Most bodies looted: +1 dirt

## Have Fun & Play Safe

The most important aspect of peasantry is to have fun. This system is designed to be silly, ridiculous, and bananas. Players should be laughing when their character dies or fails.

In an open-ended game where the only limitation is a player's creativity, it is important to discuss off-limits topics prior to, during, and after play. If someone is feeling uncomfortable, then they are not having fun.

The author would like to remind players to not hurt each other.



## Example of Play

Three peasants have arrived at old lady Elaine's cottage for a job.

**GM:** You see a small cottage with flower beds and a brick walkway. The chimney is spewing a steady stream of smoke and it smells like cinnamon raisin. Seems like someone is home.

**Larry:** Is this the place?

**Stew:** It's got to be.

**Shinkles:** What the hell are we doing anyways? We don't even have any rat catching experience!

**Larry:** We have to earn some coin to pay our taxes, otherwise the city watch is going to throw us in the stockades.

**Shinkles:** fine... I'll knock on the door.

**GM:** You knock on the door and an old lady with round glasses and bulging eyes answers the door. "Hello...?"

**Shinkles:** Umm... Hi. We are here about the rat catching job?

**GM:** Her eyes squint "You don't look like rat catchers."

**Shinkles:** I'm going to lie to her and say "We may not look it, but we are actually the best rat catchers in the whole village!"

**GM:** Go ahead and make a Nasty check to see if she believes you.

**Shinkles:** I have a skill in swindling, can I use that to get advantage on the roll?

**GM:** Sure, sounds like you have a knack for this sort of thing. Go ahead.

**Shinkles:** Okay, so I have a 4 in Nasty and I rolled a 2 and a 5. I'll choose the 2 and succeed!

**GM:** Her features relax "Oh that's good to hear! Those rats have been keeping me up all hours of the night with their scratching, I can barely sleep a wink! I need them gone. I'd do it myself but my body just can't make it up and down those basement stairs anymore."

**Shinkles:** No worries mam, me and my buddies here will take care of those rats for you.

**GM:** "Good! Good! Well in that case I will step out to do some errands in the village while your clearing them out."

**Larry:** I whisper to Stew "let's see if she has any valuables hidden away."

**Stew:** Sounds like a good way to get thrown in the stockades early, let's just get this job done quick.

**Larry:** Your no fun. Let's check out that basement I guess.

**Shinkles:** I hope theirs no spiders down here... I have a fear of spiders.

**GM:** Okay, you go to the basement door and open it up. It's pretty dark down there but there's an oil lantern hanging on the wall.

**Larry:** I'll grab the lantern and lead the way.

**GM:** As you descend the stairs into the basement you first notice a fairly strong smell, like that of damp wood mixed with bird shit. And then you hear something unexpected, a cluck cluck clucking? You reach the base of the stairs and look into the basement expecting to see rats, but in their place is about 100 chickens!

**Larry:** What in the world...?

**Stew:** Do you think these chickens are what she was hearing?

**Larry:** Must be. How do you think all these chickens even got here?

**Shinkles:** Not sure. But I bet she'll still pay us if we get rid of them. We can sell their meat to the butcher as a bonus too! I'm going to go ahead and start killing some of these chickens with that rusty fork I stole from Stew.

**GM:** Jeez, a little barbaric but alright. Go ahead and make a fragility check to stab these chickens to death.

**Shinkles:** I have a 3 in Fragility and I rolled a 6. That's going to be a failure and a consequence. Oof.

**Stew:** Serves you right for taking my rusty fork.

**GM:** That's no good. First of all you fail to attack the chickens so give yourself a desperation point to use later. I'll also have everyone go ahead and write a consequence on a scrap piece of paper and then give it to me.

**GM:** Alright let's see... This one looks good! Okay Shinkles, you go ahead and start to chase some chickens and accidentally trip on a broken crate. A large rooster gets angry and starts pecking at your eyeballs. You gain a punctured eyeball as an affliction.

**Shinkles:** Damn. I'll assign that affliction to a 4. Whose idea was that?

**Larry:** That was my idea!

**GM:** Nice Larry, you get a dirt point for coming up with that!

**Larry:** Sweet! Sorry Shinkles...

**Shinkles:** That's okay, it was funny! Alright, I'm going to go ahead and try to get revenge on that rooster by stabbing him in the eye with my fork!

**GM:** Okay go ahead!

**Shinkles:** Uuugh. A 4! That's a failure and I'm going to have to make an Illness check to see if my punctured eyeball gets any worse. You know what, I think I'm just going to use a desperation point to reroll that. I can't let this rooster beat me again. Let's see, my new roll is a 3, success!

**Larry:** What if I use a desperation point to make you reroll your success?

**Shinkles:** Please don't. This birds already caused me enough pain.

**Larry:** Haha, okay I wont this time.

**GM:** Okay, well Shinkles you manage to catch the rooster and stab it in the eye. It's still alive though, chickens don't really need their eyes to live. Never thought you'd have such a feud with a chicken.

**Shinkles:** Take that you dumb bird!

**Stew:** I guess I might as well help Shinkles in killing all these chickens.

**GM:** As you all pull out your tools and weapons to kill the chickens, you hear a small voice coming from behind a stack of barrels. "Stop!" You look over and see a 10 year old boy wearing purple robes with a chicken symbol emblazoned on the chest.

**Larry:** Okay, this just got weird...

**Shinkles:** It was already weird enough!

**Stew:** It can't get any weirder. Can it?

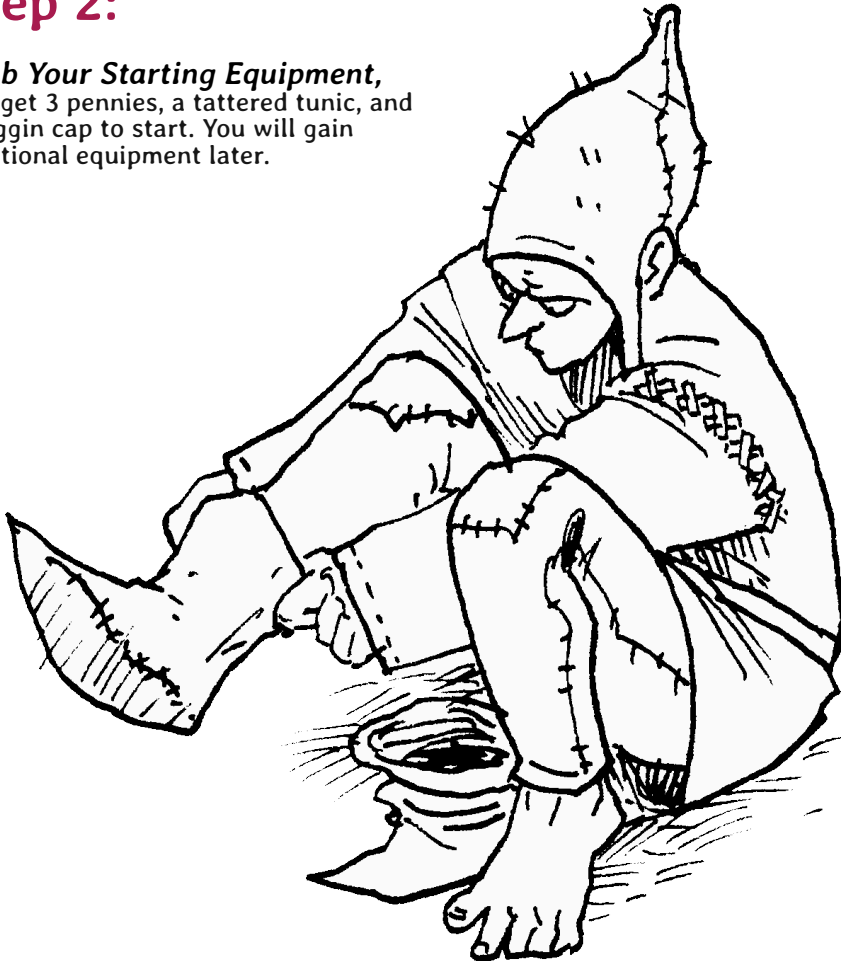


## Step 1:

**Create a name**, choose a name that represents the type of peasant you aspire to be! This could be your birth-name, street name, or nickname! Appendix B (pg.57) provides a list of playtester names for inspiration.

## Step 2:

**Grab Your Starting Equipment**, you get 3 pennies, a tattered tunic, and a biggin cap to start. You will gain additional equipment later.



## Step 3:

### Attributes

You are a disgusting little peasant, to represent your “uniqueness” you have been gifted with four peculiar attributes that will help you make your way in this hostile world. They are...

**Anxiety**, is your ability to handle stress, focus your mind, recall information, and steady your hand. Trying to pick a lock? Roll anxiety to curb your frustration and patience. Your childhood crush just talked to you? Roll anxiety to stop stammering like a wimp! Witnessed a gruesome death? Roll to get a grip on reality!

**Illness**, is your ability to resist disease, injury, afflictions, and ultimately death. Whenever your peasant suffers an injury or risks contracting a disease you can expect to roll illness. Failure results in worsening afflictions and death.

**Fragility**, is your body's ability to move. Do you need to run, climb, swim, jump, push, carry, or anything physically demanding? Roll for your body's fragility. Oh... did I mention that this is your ability to dodge swords, arrows, magical attacks, and the like?

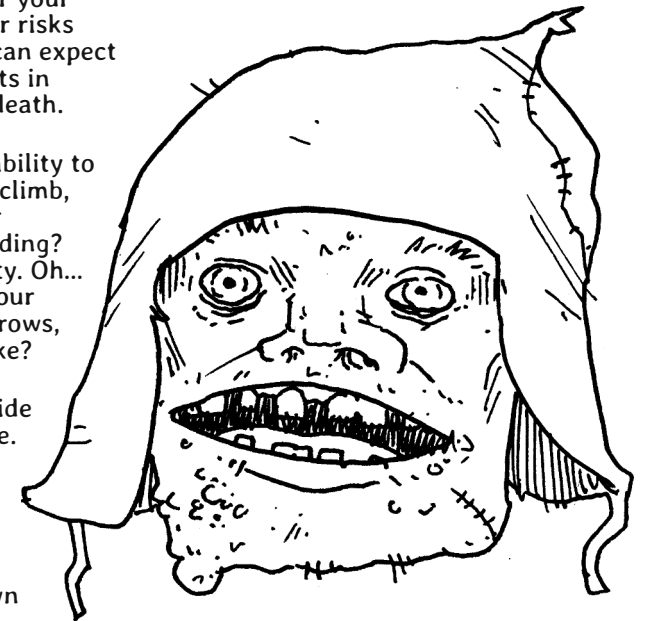
**Nasty**, is your ability to hide your vicious peasant nature. This attribute determines how NPCs may perceive you. Trying to talk to a noble? Roll nasty to see if he listens to your petty grievances or cuts you down for your insolence! Failure indicates an unwanted reaction from said NPC.

### Assigning Attribute Points

To determine the starting levels of your attributes you must choose to either roll or buy.

**If you choose to roll**, roll 4d6 and then assign each of the rolled numbers to one of the four attributes. If you roll a 6, count it as a 1 instead. For example, if you rolled a 5, 6, 3, 1 you could distribute these scores as such: *Anxiety 3, Illness 5, Fragility 1, Nasty 1.*

**If you choose to buy**, you receive 12 points to distribute among these attributes. Each attribute must have a minimum of 1, with the maximum possible level being 5. For example, you could split these points as such: *Anxiety 2, Illness 3, Fragility 4, Nasty 3.*



## Step 4:

### Occupations

Most peasants didn't have the choice in choosing a career, neither do you. Roll 1d100 and consult the following table to determine your occupation. You are skilled in any tasks related to your occupation. **Equipment is bold.** **Specials rules are red.** Any additional skills are italicized.

1. Salter: **bag of salt, rake**
2. Clerk: **paper, quill, ink**, *Reading and Writing Skill*
3. Gongfarmer: **night soil, spade**
4. Potter: **clay, trowel**
5. Troubadour: **An instrument, fancy clothes**
6. Armorer: **helmet, hammer**
7. Tailor: **a yard of linen, scissors**
8. Basket Maker: **three small baskets, dagger**
9. Belt Maker: **brass punch, belt with heavy buckle, leather strips**
10. Apiarist: **jar of bees, jar of honey**
11. Glassblower: **three glass bottles, iron pipe, sand**
12. Surgeon: **needle, thread, bonesaw**
13. Painter: **paint tube, palette knife**
14. Woodcarver: **wood statue, chisel**
15. Woodcutter: **bundle of wood, ax**
16. Miner: **lantern, mining pick**
17. Apothecary: **vial of nightshade, mortar, pestle**
18. Mason: **bag of mortar, hammer**
19. Charcoal Burner: **torch, and another torch**
20. Cobbler: **bag of tacks, an awl**
21. Grave Robber: **shovel, blood soaked sack**
22. Cook: **bag of salt, cleaver**
23. Parchment Maker: **paper, letter opener**, *Reading and Writing Skill*
24. Cartwright: **handcart, hammer**
25. Poultry Plucker: **live chicken, bucket**
26. Baker: **loaf of bread, a dough paddle**
27. Bonegrubber: **bundle of rags, bone dagger**
28. Swineherd: **live pig, quarterstaff, slop**
29. Chalk Cutter: **chalk, chisel**
30. Body Collector: **hand cart, bell, shovel**
31. Farrier: **a horseshoe, hammer**
32. Water Scriger: **yellow stained smock, cup**
33. Carpenter: **plumb line with bob, nails, saw**
34. Brewer: **tiny barrel of beer, mash paddle**
35. Miller: **bag of flour, thresh flail**
36. Goat Herder: **a live goat, whip**
37. Executioner: **large ax, black hood**
38. Woolwinder: **Wool, scissors**
39. Street actor: **a disguise, wooden sword**
40. Hunter: **dead rabbit, bow and arrows**
41. Poet: **poetry book, quill, ink**, *Reading and Writing Skill*
42. Mercer: **a vegetable, a fruit, a nut, a club**
43. Fletcher: **feathers, arrows**
44. Barber Surgeon: **needle and thread, razor**
45. Goods Peddler: **Roll three times on the oddities table**
46. Rat Catcher: **a small but vicious dog, slice of cheese, club**
47. Sculptor: **chisel, hammer**
48. Smuggler: **false bottom box, a disguise**
49. Drug Dealer: **drugs, dagger**
50. Cheese Maker: **wheel of cheese, bucket**

51. Astrologer: **book of stars, dagger**, *Reading and Writing Skill*
52. Illustrator: **parchment paper, quill, ink**
53. Alchemist: **flask of glue, dagger**
54. Link Boy: **torch, club**
55. Pack Handler: **live donkey, whip**
56. Sailor: **rope, neckerchief, sword**
57. Jailer: **manacles, club**
58. Blacksmith: **iron tongs, hammer**
59. Milliner: **fancy hat, leather, brass punch**
60. Furbisher: **chair, hammer**
61. Wet Nurse: **cloth diapers, paddle**
62. Felt Maker: **fine cloak, hammer**
63. Minstrel: **lute, costume, dagger**
64. Tanner: **hide, skinning knife**
65. Fence: **roll once on the oddities table, dagger**
66. Herbalist: **healing herbs, dagger**
67. Dog Breeder: **a live dog, whip**
68. Mugger: **a shiv, small sack**
69. Parent: **live child, belt with heavy buckle**
70. Shepherd: **live sheep, crook**
71. Dyer: **vials of dye, a bag of snails**
72. Cooper: **a large barrel, hammer**
73. Scullion: **clay jug, iron pot, rolling pin**
74. Carder: **comb, bundle of wool, club**
75. Prostitute: **makeup kit, dagger**
76. Cow Herder: **live cow, jug of milk, bucket**
77. Stonecutter: **heavy chisel, a rock, hammer**
78. Falconer: **live falcon, gloves**
79. Servant: **livery, serving platter**
80. Muckraker: **rake, wheelbarrow, muck**
81. Porter: **wheelbarrow, club**
82. Storyteller: **hand puppets, quarterstaff**
83. Thatcher: **bundle of reeds, dagger**
84. Butcher: **a live lamb, a cleaver**

85. Drunkard: **bottle of booze, a shiv**
86. Gravedigger: **wooden grave marker, spade**
87. Rope Maker: **rope, dagger, plant fibers**
88. Shipwright: **nails, hammer, wooden board**
89. Embroiderer: **needle & thread, a small tapestry, scissors**
90. Farmer: **bag of vegetables, pitchfork, straw hat**
91. Bookbinder: **flask of glue, awl, book**, *Reading and Writing Skill*
92. Fisherman: **ten foot net, hook, fishing line, deboning knife**
93. Weaponsmith: **metal file, sword, tongs, wetstone**
94. Gambler: **loaded dice, dagger**
95. Ostiary: **religious symbol, holy cloth**
96. Bridle Maker: **saddle, an awl**
97. Chandler: **candles, tinderbox**
98. Locksmith: **lockpick, lock & key**
99. Trumpeter: **livery, an enormous trumpet**
100. Serf: **gain five desperation points**





## Step 5:

### Fears

Everyone has a fear, yours just might be weirder than most... Roll a 1d100 to find your fear. When confronted by your fear, your anxiety ridden peasant will become petrified in terror, you must make an anxiety check. On a failure you suffer a consequence.

1. Aviophobia - flying
2. Acrophobia - heights
3. Neophobia - new things/change
4. Arachnophobia - spiders
5. Autophobia - being alone
6. Thantophobia - dying
7. Omphalophobia - belly buttons
8. Ophidiophobia - snakes
9. Pyrophobia - fire
10. Mysophobia - germs/dirt
11. Entomophobia - insects
12. Xenophobia - strangers
13. Triskaidekaphobia - number 13
14. Agoraphobia - open/public spaces
15. Scopophobia - being looked at
16. Somniphobia - sleep
17. Nyctophobia - dark/darkness
18. Gymnophobia - nudity
19. Zoophobia - animals
20. Ligyrophobia - loud noises
21. Hemophobia - blood
22. Claustrophobia - confined spaces
23. Gynophobia - women
24. Xanthophobia - the color yellow
25. Pedophobia - children/babies
26. Gerontophobia - growing old
27. Chirophobia - hands
28. Chiroptophobia - bats
29. Herpetophobia - creepy, crawly things
30. Hylophobia - trees, forests, woods
31. Nosophobia - contracting a disease
32. Gelotophobia - being laughed at
33. Bogyphobia - boogeyman
34. Aichmophobia - knives/pointed objects/sharp things
35. Algophobia - pain
36. Haptophobia - being touched
37. Pediophobia - dolls
38. Wiccaphobia - witches/witchcraft
39. Astraphobia - thunder/lightning
40. Sociophobia - social situations
41. Atychiphobia - failure
42. Phobophobia - fear/phobias
43. Androphobia - men
44. Ailurophobia - cats
45. Genuphobia - knees/kneeling
46. Anthrophobia - people
47. Emetophobia - vomit
48. Glossophobia - speaking publicly
49. Amychophobia - being scratched
50. Ombrophobia - rain
51. Decidophobia - making decisions
52. Dishabiliophobia - undressing in front of someone
53. Scoleciphobia - worms
54. Spectrophobia - ghosts/phantoms
55. Murophobia - rats/mice
56. Coulrophobia - clowns/jesters
57. Disposophobia - disposing of things
58. Traumatophobia - being injured
59. Ophthalmophobia - being stared at
60. Megalophobia - large things
61. Phallophobia - a penis (esp. erect)
62. Angrophobia - anger/becoming angry
63. Defecaloesiophobia - bowel movements
64. Anablephobia - looking up
65. Eisoptrophobia - looking in mirrors
66. Numerophobia - numbers

67. Phronemophobia - thinking
68. Poinophobia - punishment
69. Pteronophobia - being tickled by feathers
70. Ephebiphobia - teenagers
71. Dextrophobia - things on the right side of your body
72. Kathisophobia - sitting down
73. Leukophobia - the color white
74. Symmetrophobia - symmetrical things
75. Pogonophobia - beards
76. Heterophobia - the opposite sex
77. Dystychiphobia - accidents
78. Philemaphobia - kissing
79. Athazagoraphobia - being forgotten
80. Ablutophobia - bathing/washing/cleaning
81. Demonophobia - demons/fiends
82. Enochlophobia - crowds
83. Erythrophobia - the color red
84. Melanophobia - the color black
85. Necrophobia - death/the dead/corpses/undead
86. Oneirophobia - dreams
87. Sexophobia - genitals/sexual activity
88. Teratophobia - disfigured people
89. Aquaphobia - water/sea/ocean
90. Taphophobia - tombs/graves
91. Herpetophobia - reptiles and amphibians
92. Teraphobia - monsters
93. Maskaphobia - masks/costumes
94. Sciophobia - shadows
95. Mazeophobia - getting lost
96. Hamartophobia - sinning
97. Equinophobia - horses
98. Gephyrophobia - bridges
99. Toxiphobia - being poisoned
100. Kosmikophobia - the end of the world & cosmic phenomenon



## Step 6:

### Peculiarities

Not every peasant is the same. Here are some peculiarities to define your weird life. There are 4 peculiarity tables, roll 1d100 on each table only once. **Equipment is bolded. Specials rules are red.** *Skills are italicized.* Afflictions are underlined. Conjoined terms are possible. If you get two of the same skill, make a new skill.

### Peculiarities 1

1. You have the plague. **A live chicken & a dead chicken.** *Vicary Method*
2. You fell into a tar pit, your skin is covered in sticky tar. **Tar.** *Sticky*
3. Your parents died in the war. **A broken sword.** *Grief*
4. Your favorite cow Bessey died recently. **Pounds of beef.** *Love*
5. You were **the rear end of a donkey costume.** A hunchback. *Galloping*
6. You blatantly work for the villain, except nobody believes you. **If the villain wins, you win.** **Evil minion attire.** *Maniacal laugh*
7. You met a Knight once. **Rusty Iron Gauntlet.** *Swords*
8. Your mother was a seamstress. **A pretty shirt.** *Fashion*
9. You started drinking, and never stopped. **Two bottles of mead.** *Alcoholism*
10. You were locked in a cage by a hag for years. **Unknown Elixir.** *Paranoia*
11. You have **a puzzle with one missing piece.** *Puzzles*
12. You entered a forbidden crypt. **A human skull.** *Burial rites*
13. A merchant took pity on your demeaning attire. **Trousers and a blouse.** *Self-loathing*
14. You lost half your name in a bet. **Remove half the letters in your name rounded down.** **2 shillings.** *Integrity*
15. You were abandoned on the streets. **A rat named Jimmy.** *Pickpocket*
16. You fell out of a window. A limp. **A crutch.** *Depth Perception*
17. A rotund man in a red suit brought you **a wrapped gift.** *Holiday*
18. You have been growing **opium poppies** in your hovel secretly. *Drugs*
19. An evil wizard conducted experiments on you. A monkey tail. **3 Bananas.** *Climbing*
20. You were run over by a horse. A hoof-print **A Horseshoe.** *Horses*
21. Your grandfather was a fisherman. **A fishing pole.** *Storytelling*
22. You have irritable bowel syndrome. **An herbal remedy.** *Urgency*
23. You were born in darkness and have a tragic backstory. **Black makeup.** *Goth*
24. You have really waxy ears. **A candle.** *Wicking*
25. A bear ate your leg. **A wooden leg.** *Bears*
26. You owe considerable debts. **An empty coin pouch.** *Gambling*
27. You fought in the war. A scar across your right eye. **A rusty dagger.** *Knives*
28. You made a crude joke at a tavern. A broken nose. **A jug of ale.** *Crude*

29. All your crops died during the blight. **Some moldy potatoes.** *Farming*
30. Your eyesight is failing you. **Cracked glasses.** *Bird Watcher*
31. You share the same birthday as another peasant. **Choose another player, you both get a piece of cake.** *Celebration*
32. You got stuck in a Chimney. **A Broom.** A wretched cough. *Squeezing*
33. You have typhoid, but are asymptomatic. **Choose another player and give them a bowl of soup and Typhoid.** *Cooking*
34. You traded a cow for **a handful of mysterious nuts.** *Folklore*
35. You helped care for victims of the plague. **A jar of leeches.** *Humor*
36. You were pricked by a rose thorn. Lockjaw. **A red rose.** *Gardening*
37. You have **a son named Timmy**, he bullies you. **Gain Timmy as a fear.** *Family*
38. As a child you worked in the coal mines. **A lump of coal.** *Mining*
39. As a child you fought in an underground child wrestling ring. **A small champion belt.** *Wrestling*
40. You lost your hand in an accident. **A metal claw.** *Machines*
41. You were mugged by a peasant. A black eye. **Give one of your items to another player.** *Retaliation*
42. You saw a magic show once. **Playing cards.** *Magic Tricks*
43. You had your fortune read, it didn't look good. **A rabbit's foot.** *Intuition*
44. You married your cousin. **Choose another player to be your cousin, each of you gets a gold wedding band.** *Marriage*
45. You toured the kingdom with the circus. Unnatural hair growth. **Tight vest and fez.** *Monkey noises*
46. You were once a vampire's thrall. Pale skin. **A small red vial.** *Lust*
47. You stared into the abyss. **A black rock that glows.** *Guessing*
48. You are forced into marriage. **A fancy outfit.** *Reluctance*
49. You found **a shiny guilder.** *Luck*
50. Your tongue was cut out after a poorly timed joke. **A tongue in a jar.** *Mumbling*
51. You met the Queen once. **A fancy cup of tea.** *Etiquette*
52. You recently got a divorce. **A bottle of liquor.** *Drinking*
53. You were the town crier for some time. **A brass bell.** *Current Events*
54. You glimpsed the unfathomable. Madness. **Incense.** *Future Sight*
55. You swindled another peasant. **Swap one of your items with one from another player.** *Swindle*
56. You were nobility of a lost kingdom. You have now gone into hiding amongst the peasantry. **A diamond signet.** *Pompous*
57. You were lost at sea for 7 months. Dehydration. **Driftwood.** *Paddling*
58. You met the King once. **A map of the kingdom.** *Politics*
59. You were the powder monkey on a pirate ship. **Satchel of gunpowder.** *Explosives*
60. You are emotionally attached to a wooden sword named Excalibur, and you believe that you are a knight. *Heroism*
61. You knocked the socks right off of them! **A pair of brown socks.** *Uppercuts*
62. A witch cursed you to live in another's shoes. **Trade characters with another player and then gain a pair of shoes.** *Introspection*
63. When you were a kid, you faked being sick. **A doctor's note.** *Lying*
64. Food was scarce. **Mystery meat.** *Cannibalism*

<sup>1</sup> A treatment where a live chicken was strapped to the patient's swollen nodes.



65. Scaredy cat. **Roll for another fear.** **A stuffed animal.** *Hiding*
66. You are on the hunt for Gertrude, your long lost pet chicken. **A net.** *Chickens*
67. You were recently widowed. **A key to an empty home.** *Hindsight*
68. You have **a daughter named Beatrice**, she is exactly like her mother. *Parenting*
69. You were once possessed by an evil spirit. **The holy book.** *Exorcist*
70. You secretly work for the villain. Create a cover story. **If the villain wins, you win. A dagger.** *Betrayal*
71. You joined the flagellants<sup>1</sup>. **A wooden plank.** *Piety*
72. You are a fraud. **You are no longer skilled in your occupation.** **Small mirror.** *Faking it*
73. You found **a rusty coin.** *Penny Pincher*
74. You are an identical twin. **Choose a player to be your twin, they gain one of your skills.** **Matching shirts.** *Comparisons*
75. You found **a fancy hat.** *Style*
76. You were born in a brothel. **A skimpy outfit.** *Stripping*
77. You were inducted into the cult of the three eyed ram. **Ram embroidered robes.** *Fanatics*
78. Your entire village was burned to the ground. **A jar of ashes.** *Spite*
79. You found **a stray cat named Bubbles.** They don't like you. *Animals*
80. You escaped the law after a drunk escapade. **Bottle of beer.** *Distractions*
81. You ran away from home in search of greatness. **A faulty compass.** *Aspirations*
82. You grew **a bunion.** **A crutch.** *Hopping*
83. You almost drowned... twice. **A flask of seawater.** *Sinking*
84. You are the revolution leader, destined to usurp the tyranny. **You have a follower.** *Conspiracy*
85. You were considered livestock in a gladiatorial arena, somehow you survived. **A dull gladius.** *Instinct*
86. You spent a couple years in the independent wrestling scene. **Luchador Mask.** *Grappling*
87. You survived the plague. **Soup.** *Medicine*
88. As a child you went to a pox party. **Choose another player, you both get Shingles and a small blanket.** *Partying*
89. You had your fortune read by a seer. **You have a mysterious scroll.** *Skepticism*
90. You used to be the errand boy for a local lord. **Youth sized boots.** *Gossip*
91. You didn't pay taxes. **5 shillings and 3 pennies.** *Tax Evasion*
92. You have **a pair of shoes, they are not a good pair.** *Traveling*
93. You were raised by a pack of wolves. **Really big nails.** *Howling*
94. You lost a bet and ate **some worms...** you liked the taste. *Dirt*
95. You were raised by seven dwarves. **A beard.** *Singing*
96. You picked through the bodies of a recent battle. **A broken kettle helm.** *Looting*
97. You're on the verge of a great discovery. **Book of mad scribbles and doodles.** *Madness. Scribbling*
98. You're a dead man. **A wanted poster.** *Schizophrenia. Escaping*
99. You met a pirate once, they gave you **a parrot.** *Knots*
100. Got **the gout.** **Itch cream.** *Gotcha*



<sup>1</sup> A religious group popular during the Black Death. Famous for public displays of self mutilation.

## Peculiarities 2

1. You narrowly escaped hanging. **Rusty scissors.** *Timing*
2. After falling madly in love with a **frog**, you developed facial warts. *Amphibians*
3. You are a renowned explorer, for exploring the woods just over there! **A crude map of the woods just over there!** *Exploring*
4. You peered into the future and saw jean shorts, pineapple pizza, and spiked hair. Traumatized. **Crystal ball.** *Seer*
5. You got lost in a library. **A child's book.** *Reading and Writing*
6. You were subject to a mad scientists' experiments. **Choose another player, they steal 1 attribute point from you, you both get a deep scar.** **A scalpel.** *Blood Pact*
7. You've won the wheelbarrow races 3 years running. **Leather Gloves.** *Handstands*
8. You persecuted a pig for homicide. **Gavel.** *Animal Law*
9. Your divorce was settled with trial by combat. **A sack of bloody rocks.** *Divorce*
10. You got to imitate the Baron during The Feast of Fools<sup>1</sup>. **A 100 year old spiced wine.** *Lordliness*
11. You are a wartorn veteran. PTSD. **A large knife.** *Knives*
12. **You must speak in the third person and as if you're the main character.** **A mirror.** *Main character energy*
13. You have hid in the woods for several years. **A moss shirt.** *Hermitage*
14. In an effort to stabilize the market, you suggested a transition to paper currency. **Tattered paper.** *Laughing stock*
15. You peered at the heavens and dreamt of something greater. **Red wine.** *Messiah*
16. Relaxation is foreign to you. **A small pouch of java beans.** *Workaholic*
17. Your fate is preordained by the gods. **You may alter the past or present once per game, but your character must immediately die.** *Foreboding*
18. The skirmishers used you for target practice. **A limp.** **A javelin.** *Dodging*
19. You dodged the draft by fleeing your country. **A family heirloom.** *Coward*
20. You can churn butter like no one else. **Butter.** *Churning*
21. The flames of your burning village still clouds your memory. **A half burned children's toy.** *Survivor's Guilt*
22. You stole **an eagle's egg.** Missing left eyeball. *Climbing*
23. You had a solo in the choir. Delusions of grandeur. **Finger cymbals.** *Singing*
24. You have an arrow lodged in your back. **Two fingers on a necklace.** *Amputation*
25. You escaped being eaten by a savage tribe of cannibals. **A dart gun.** *Toxins*
26. It practically wants to play itself. **The Cursed Panflute of Feuchtwangen<sup>2</sup>.** *Pipes*
27. You were part of a runaway wagon accident. A small scratch **A wagon wheel.** *Wagons*

28. You got to play a shrubbery in the local theater. **Shrub costume.** *Plants*
29. A jousting lance shattered and splintered, shooting wooden shrapnel into your torso. **A broken lance.** *Tourney's*
30. The inquisition kidnapped your family. **A stolen relic.** *Heretics*
31. Your bellybutton houses a small ecosystem with **a talking grasshopper.** *Botany*
32. You lost all your teeth. **A bag full of teeth.** *Gumming*
33. You can't help yourself but to prance like a horse. **Bridle.** *Prancing*
34. You like to collect warts. **Choose another player and give them an exotic wart.** **A box full of warts.** *Warts*
35. You were stabbed by **a rusty nail**, you had to have your arm amputated. *Infections*
36. **You are still a child.** **A stuffed doll.** *Ignorance*
37. You stole **a sterling silver teapot** from your grandma. *Disowned*
38. You've never left home. Socially inept. **Stuffed Animal.** *Cloistered*
39. You were once a prospective knife juggler. A missing toe. **Juggling knives.** *Juggling*
40. You are a chess prodigy. **Hand carved queen piece.** *Chess*
41. You went to the market and made a trade. Missing pinky toe. **A piglet.** *Bartering*
42. Things just fade to black. Narcolepsy. **A pillow.** *Falling*
43. You have inherited **a 70 year old sourdough starter.** *Kneading*
44. You are the legendary tooth nabber. **Choose another player, they get periodontitis.** **Large pliers.** *Nabbing*



<sup>1</sup>The feast of fools was a holiday where the upper & lower classes swapped places

<sup>2</sup>A Bavarian city that roughly translates to "moist cheeks"

45. The trees whisper secrets into your ear. **A sprig.** *Tree Hugging*
46. You found a **mysterious box containing an infinite number of socks.** *Pairing*
47. **A curse causes all gold you touch turns into cheese. A bar of cheese.** *Cheddar*
48. Your chicken laid **an egg the size of a watermelon. A dead chicken.** *Omelets*
49. You are allergic to bees. **A bug net hat.** *Swatting*
50. After a bitter argument you learned how to strap a pig to a catapult. **A pig, some rope.** *When Pigs Fly*
51. You convinced a monster to eat your neighbor. **Your neighbor's cool hat.** *Monsters*
52. You didn't have to do that... **Choose another player and give them a peculiarity of your choice.** *Gifts*
53. You have a fascination for human eyes. **A jar of eyeballs.** *Eyes*
54. You served as an archer in the war. Missing two fingers. **A cracked bow.** *Two Finger Salute<sup>1</sup>*
55. You have the most spectacular facial hair. **Jar of wax.** *Grooming*
56. You met a traveling salesman. **Business cards.** *Marketing*
57. It was on sale! **A disturbing baby figurine.** *Thrifty*
58. You tried to swallow **a handful of rocks.** You have Dysphagia. *Geology*
59. You saw an elephant. **An ivory tusk.** *Safari*
60. A dog bit you and now you have clinical lycanthropy. **A cow's femur.** *Howling*
61. A werewolf bit you and now you have actual uncontrollable lycanthropy. **An extra tunic.** *Ferocity (only as a werewolf)*
62. You've won the goat show competition two years running! **A goat.** *Goat Tricks*
63. A witch turned you into an ox for 6 years. A taste for grass. **Bundle of grass.** *Moo*
64. You met a wizard once! **A pointy hat.** *Magic Spells (All failures are consequences)*
65. After a history of hitting your head, you bought **an iron kettle helm.** Concussed. *Use Your Head*
66. You make the best nicknames! **Replace up to 4 letters in another player's name, the old name is forgotten by all.** *Nicknames*
67. Lucky duck! You've found **a lucky duck, killing it lets you reroll any die.** *Ducks*



<sup>1</sup> It is rumored that the two finger salute originated at The Battle of Agincourt

68. You have tremendously powerful farts. **Two loincloths.** *Launching*
69. You don't feel so good. You have salmonella. **A raw chicken thigh.** *Meats*
70. You are mute. You must communicate non-verbally. **A whistle.** *Charades*
71. Your cousin is a troll. A big nose and floppy ears. **A spiked club.** *Riddles*
72. You have a skin tag that can predict the weather. **A healing balm.** *Meteorology*
73. You possess **The Gilded Chamber Pot of Buslätt<sup>1</sup>.** *Cleanliness*
74. You are tasked with planting **the seeds of darkness.** *Propagate*
75. A riptide pulled your most treasured possession out to sea. **Replace one piece of equipment with a Conch Shell.** *Oceans*
76. You have third degree burn scars from punching a campfire. **Bucket.** *Firefighting*
77. You were given an invisibility cloak that only works if you truly believe. **A bedsheet.** *Belief*
78. Your home was consumed by an earthquake. **Rope.** *Magnitude*
79. You're an expert shinty player. **Curved wooden stick and ball.** *Shinty<sup>2</sup>*
80. You dug yourself out of a shallow grave. Unnaturally long nails. **Your own headstone.** *Digging*
81. You dug up **a small locked treasure chest.** *Treasure Hunting*
82. You wield **a rusty fork** as your primary self-defense. *Forking*
83. You come from a family of vampire hunters. **A wooden stake.** *Vampires*
84. After a failed stew, you created **an unusual potion.** *Alchemy*
85. You deserted the King's army. **Crossbow with bolts.** *Archery*
86. You are a famed pebble peddler. **An exotic collection of pebbles.** *Pebbles*
87. **You are haunted by the ghost of the most recently deceased celebrity. A golden globe award.** *Acting*
88. You are double jointed. **A small box.** *Contortion*
89. You have a sweet tooth. Cavities. **A box of cupcakes.** *Baking*
90. You are a hopeless romantic and are easily infatuated. **A bouquet of roses.** *Romance*
91. You time-traveled from a future full of science and technology. **A modern camera.** *Science*
92. A storm is brewing. **You may summon a thunderstorm once per game. A metal rod.** *Meteorology*
93. You brought your favorite **lawn gnome** with you! *Lawns*
94. You have no equal when it comes to clogging. **Clogs.** *Clogging*
95. They will tell stories about you... not good ones. **Flatulence bag, tripwire.** *Pranks*
96. You have a strange accidental tattoo. **A bottle of swill.** *Regret*
97. You can divine someone's fate from palm readings. **A sprig of sage.** *Palm Reading*
98. You are related to the villain. **A hat to conceal your face.** *Embarrassment*
99. You were part of a traveling band. **An accordion.** *Music*
100. Happy birthday, today is your 100th. **A wooden cane and a cake.** *Centenarian*

<sup>1</sup> A Swedish hamlet that roughly translates to "extremely easy"

<sup>2</sup> An old Scottish game similar to hurling or field hockey



## Peculiarities 3

1. You are being followed by a murder of crows. **A scarecrow.** *Murder*
2. You have **5 doll-hairs.** *Thrifty*
3. Aww fiddlesticks. **Broken pair of fiddlesticks.** *Folk Music*
4. You've been collecting **baby teeth** in the hopes of cashing them in. *Fairies*
5. You've never been cleaner. **Demonic Washboard of Morski Pes<sup>1</sup>.** *Washing*
6. You found **a beehive with a cork in it.** *Honey*
7. You found **an apple pie** sitting on a window sill. *Pies*
8. You won the annual wagon race! **A trophy.** *Speed*
9. You have an angelic voice, **you can only speak in choir song. White robes.** *Choir*
10. You once bore witness to the trial of a cow thief. **Powdered wig and Gavel.** *Law*
11. You like to streak in crowded streets. **Give your tunic to another player. rubbing oil.** *Brisk*
12. You have seen the kraken and lived to tell the tale. **A suction cup scar. A fishhook.** *Tall Tales*
13. You got into a flyt over **a rather exquisite hat with a plume of feathers.** *Flyting*
14. You tried to warn them, but they didn't listen. **A sign that says DOOM!** *Doom*
15. You're your own best friend. **A pocket sized mirror.** *Psychosis. Self-talk*
16. You believe that almost anything can be edible. **An iron wok.** *Pica. Consume*
17. You can sleep anywhere, upside down like a bat, curled in a ball like a cat, or in a giant's arms like a baby. **Pillow.** *Napping*
18. You were nearly disemboweled by a boar. **A nasty stomach scar patched with a piece of iron. Boar Tusk.** *Iron Gut*
19. Having never danced, you won a local dance competition. **Dancing Shoes.** *Erratic Movements*
20. You've struck gold! **A booger.** *Gold-digger*
21. You always try to look your best. **A bow tie and suspenders.** *Flair*
22. You secretly work for a major industry trying to market its products to peasants. **Free samples.** *Profiling*
23. You were a whipping boy for a lord. **Soothing cream.** *Crying*
24. You've learned to read fortunes through the ritual sacrifice of crabs. **3 Crabs.** *Crabs*
25. You have a bitter rivalry with another peasant. **A tally stick. Choose another peasant, gain one of their skills. Both players must keep track of successes with that skill. Winner gets +2 dirt.**
26. You were in a coma for several years. **A bouquet of flowers.** *Sleeping*
27. You live in a cave. **You gain a fear of the sun. a stalactite.** *Nocturnal*
28. You were lost in the desert for weeks. **A Cactus. Sunburn.** *Hydration*
29. **You accidentally cast your hand in solid iron. A socket adapter for your fist.** *Iron Fist*
30. You were an organ legger for an underground witch's clinic. **An organ of your choice.** *Anatomy*
31. You've had a growth spurt! **You are unnaturally tall. Extra large shoes.** *Tall*
32. You lived under a bridge. **A small pouch with 3 shillings and a penny.** *Riddles*
33. You were struck by lightning. **Hair that always sticks up. A comb.** *Fast*
34. You served as a court jester until a prank went horribly wrong. **A bag stained red and dripping, cap 'n bells.** *Tomfoolery*
35. You made a deal with a devil. **Design and discuss the terms of this deal with the GM. Signed in Blood**
36. You stumbled upon the remnants of a raided merchant wagon. **Roll for an oddity. Looting**
37. You have a taste for sweets. **A small pouch of candy.** *Sweets*
38. You're a stress eater. **You can reroll an anxiety check by eating all nearby food; may cause an illness. A cheese wheel.** *Eating*
39. You were once a squire. **A heraldic banner.** *Chivalry*
40. You had to steal to survive. **A loaf of bread.** *Street rat*
41. You are a natural with the drums. **Drums made from lambskin.** *Percussion*
42. You dream of adventure at sea. **A floppy hat and an eyepatch.** *Scurvy. Pirating*
43. You just got laid. **Nightwear.** *Flirting*
44. You just got laid off. **Gain another occupation.** *Moonlighting*
45. You got lost in the jungle. **A chameleon and banana.** *Tropical*
46. You know of a secret grotto filled with cave drawings. **An ancient idol.** *Antiquity*
47. You walked in a bush and are now covered in rashes. **A scratching stick.** *Itching*
48. You enjoy feeding birds, **unbeknownst to you a flock of starlings have begun to worship you as a god. Bread.** *Birder*
49. You survived the massacre of Złe Mięso. **The bloody sickle of Złe Mięso<sup>1</sup>.** *Frantic*
50. You are pretending it's your birthday. **A birthday cake and hat.** *Festivities*
51. Every plant you touch seems to die. **A wilted potted plant.** *Black Thumb*
52. You touched a dead body and got **leprosy. Concealing clothing.** *Careful*
53. You believe the planet is flat. **Wood toys of geometric shapes.** *Flat Earth Theory*
54. You have **frenzied night cravings. A large stolen roasted turkey.** *Cravings*
55. You were the sponge bearer for a nobleman. **Sponge.** *Bath*
56. You have **mushrooms growing on your feet. Mushroom knife.** *Psychedelics*
57. You ate a bad tomato and got **mumps. Bucket of rotten tomatoes.** *Throwing*
58. You forgot to clean your ass and now you are **chafing. A tersorium<sup>2</sup>.** *Wiping*
59. You did something bad. **Choose another peasant and give them an affliction of your choice. A club.** *Bullying*
60. You got to play catch with your dad. **A ball.** *Catching & passing*
61. After years of saving, you managed to buy your first horse. **A mini horse.** *Riding*
62. Candles are too expensive so you caught **a jar full of fireflies** instead. *Insects*

<sup>1</sup> Slovenian word for "sea dog" or "shark"

<sup>1</sup> A Polish village that roughly translates to "bad meat"

<sup>2</sup> A sea sponge attached to a stick

63. You drank from a **dirty cup** and now have chicken pox. *Sneezing*
64. You used an old rye to make a **hallucinogenic bread**. *Baking*
65. You stole a **very large and ornate codpiece** off a nobleman. *Packing*
66. You won a fight, in the pouring rain, elbow deep in mud, using a **bloody rock**. *Down and dirty*
67. You stepped in a **bear trap**, and now have a broken leg. *Trapping*
68. You are so ugly it hurts. **A bag**. *Disturbed*
69. You were a body double, and were almost killed in an assassination attempt. An old stab wound. **A nice outfit**. *Sophisticated*
70. In a fit of madness you painted a **bizarre painting**<sup>1</sup>. *Tortured artist*
71. You prayed for good fortune. **Gain two desperation points**. **An idol**. *Pantheon*



72. A tsunami pulled your entire village into the sea. **Driftwood**. *Floating*
73. You are a terrible smoker. Coughing. **A pipe and tobacco**. *Smoking*
74. You were abducted by aliens. **You may spend 5 desperation points to have the aliens abduct an NPC**. **A probe**. *Aliens*
75. You lost your arm in a milling accident and now pretend to be a disabled veteran. **A crutch**. *Medieval warfare*
76. You enjoyed a beautiful day of flower picking. **Dandelions**. *Frolicking*
77. You dug a **bucket of clams**. *Digging*
78. You died, a necromancer brought you back to life. **Your beating heart**. *Fearless*
79. You went fishing and caught a **3 foot catfish**. *Catfishing*
80. You gave a friend a strange gift. **Choose another peasant and give them an oddity of your choice**. **Wrapping paper**. *Eccentric*
81. You stared at the moon and the moon stared back. Lunatic<sup>2</sup>. **Moonrock**. *Lunar*
82. You've been hard at work weeding the garden. **A dirty hoe**. *Hoeing*
83. You have captured **the very last dodo bird in existence**. *Exotic*
84. Your mother was a gorilla, you are half gorilla. **If your fragility is less than 5, you may increase it by 1**. **Large beetles**. *Aping*
85. You sing songs from the tops of great mountains. **An ibex**. *Throat singing*



86. You returned from the valley of no return. **A walking stick**. *Arthurian legend*
87. Things just haven't been the same since the flood. **Paddle**. *Rehab*
88. There is an ankle high mud layer in your hovel. Ringworm. **Tweezers**. *Exfoliate*
89. You've grown numb to the carnage of the world. **If your Anxiety is less than 5, you may increase it by 1**. **A cleaver**. *Butchering*
90. You've concocted a **nasty poison made from platypus venom**. *Venomous or poisonous?*
91. You sifted through a pile of rocks and found a **fossilized dinosaur egg**. *Dragons*
92. You attempted to fly using a **pine and silk ornithopter**. A broken leg. *Flying machines*
93. The annual turtle races are soon. You have **an 89 year old tortoise** for the job. *Turtles*
94. You eat a balanced diet. **If your Illness is less than 5, you may increase it by 1**. **A fruit, a veggie, and a grain**. *Nutrition*
95. You are a neanderthal that recently unfroze from a **block of ice**. *Rocks*
96. You bathe like a pig in mud. You believe it will prevent you from catching the plague. **A bucket of mud**. *Pigging out*
97. You are a notorious cow tickler. **Cowbell**. *Tickling*
98. You have the saddest puppy dog eyes. **If your Nasty is less than 5, you may increase it by 1**. **A tissue for tears**. *Begging*
99. You believe you have caught a fairy and are determined to have your wishes fulfilled. **A sunset moth**. *Children's stories*
100. Your family is cursed with 100 years of bad luck. **A salt shaker**. *Misfortune*

<sup>1</sup> Google art by Giuseppe Arcimboldo as inspiration for bizarre paintings

<sup>2</sup> Lunatic stems from the idea that lunar cycles have an effect on mental state

**Peculiarities 4**

This table is left empty for you and your friends to be peculiar.

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## Step 7:

***Piece it All Together***, It is now your job to figure out how all these pieces fit together to form the nasty peasant you want to be. Good luck!

## Example of Character Creation

**Step 1 Name:** I came up with the name Shinkles. I thought it sounded funny.

**Step 2 Starting Equipment:** I get 3 pennies, a tattered tunic, and a biggin cap to start.

**Step 3 Attributes:** I rolled 6, 4, 2, 2. I assigned them as follows: Anxiety 2, Illness 1 (6's count as 1's), Fragility 2 (my peculiarity allowed me to boost it to a 3), and Nasty 4.

**Step 4: Occupation:** I rolled...  
A 48 on occupations: Smuggler: **false bottom box, a disguise**

**Step 5 Fear:** I rolled...  
A 4 on fears: Arachnophobia - spiders

**Step 6 Peculiarities:** I rolled...  
A 55 on peculiarities 1: You swindled another peasant. **Swap one of your items with one from another player.**

*Swindle*  
A 90 on peculiarities 2: You are a hopeless romantic and are easily infatuated. **A bouquet of roses.**

*Romance*  
A 84 on peculiarities 3: Your mother was a gorilla, you are **half gorilla**. **If your fragility is less than 5, you may increase it by 1. Large beetles.** *Aping*

**Step 7 Piece it All Together:**  
Wow, Shinkles has led quite a life. It looks like for the most part he is quite mischievous, both a smuggler and a swindler will get him into a lot of trouble. In addition to that, it looks like he is on the search for love. I bet being half-gorilla is a red flag for most suitors, tough luck. I sure hope there are no spiders mixed in with my collection of large beetles, that would be quite scary.

I would like to think that Shinkles smuggles goods by swinging from trees or traversing through dangerous jungles that would be difficult for anyone who wasn't half gorilla. I bet the jungles is where he got the bouquet of flowers too, will have to see if he can find any lovers.

On the subject of love, I get the feeling that shinkles uses his disguise to cover up his gorilla-ness. Shoulda known he'd tried to swindle his way into romance. Maybe someone will find his efforts charming, but most will likely find it creepy.

I also stole a rusty fork from my buddy Stew. Unfortunate for him but lucky for me. I bet it will come in handy. Hopefully he doesn't want it back...

These are all just my initial thoughts on Shinkles backstory and life after rolling on all these tables. I am excited to get him into trouble. I bet he stands a good chance at being the filthiest peasant.

# PEASANTRY

Name: Shinkles Player: Zakary Ellis

Occupation: Smuggler Fear: Arachnophobia - spiders

Anxiety	Illness	Fragility	Nasty
2	1	3	4
Desperation		Dirt	

Afflictions	Tiers
1: _____	○○○
2: <u>Half-Gorilla</u>	○○○
3: _____	○○○
4: _____	○○○
5: _____	○○○
6: _____	○○○

**Peculiarities**

You swindled another peasant

---

You are a hopeless romantic and are easily infatuated

---

Your mother was a gorilla, you are half gorilla

---

Pennies	Shillings	Guilders
3		

### Desperation Cost & Effect

- 1: Force any player to reroll
- 2: Pull a piece of equipment out of thin air
- 3: Peasant rage, you cannot fail next 2 rolls
- 4: Heal an affliction by 1 tier
- 5: Perform a minor miracle

### Skills

<u>Swindle</u>
<u>Aping</u>
<u>Romance</u>
_____
_____

### Equipment

<u>Biggin cap</u>
<u>Tattered tunic</u>
<u>Swindled rusty fork</u>
<u>Bouquet of flowers</u>
<u>Large beetles</u>
<u>A disguise</u>
<u>False bottom box</u>
_____
_____



# Equipment & Loot

## Currency

10 Pennies (P) equals a Shilling (S)  
10 Shillings (S) equals a Guilder (G)  
Average daily wage for a peasant: 10P

Chicken value included for bartering  
Taxes are 3/10ths of income or more

## Generic Equipment & Stuff

Item	Value	Chickens
<b>Livestock</b>	-	-
Small	4P	1-3
Medium	2S	18-25
Large	3G	100-200
Exotic	10G	500-750
<b>Tools</b>	-	-
Crude	1P	1
Simple	1S	8-12
Advanced	2G	75-100
Large	5G	200-300
<b>Clothing</b>	-	-
Tattered	5P	4-7
Simple	3S	15-22
Fancy	1G	50-75
Exquisite	5G	200-300
<b>Supplies</b>	-	-
Common	2P	1-2
Uncommon	7P	4-5
Rare	6S	20-40
Legendary	5G	200-300
<b>Services</b>	-	-
Novice	6P/Day	6-10/Day
Adept	5S/Day	15-35/Day
Master	2G/Day	100-150/Day

## Weapons

Crude	1S	8-12
Simple	5S	15-35
Advanced	2G	75-150
Legendary	20G	800-1400

## Armor

Crude	7S	50-80
Simple	2G	75-150
Advanced	12G	500-700
Legendary	35G	2,000

## Vehicles

Personal	5S	15-35
Small	5G	200-300
Medium	40G	2,500
Large	500G	25,000
Gargantuan	2,000G	100,000

## Magic

Common	5S	15-35
Uncommon	3G	100-200
Rare	15G	750-1,000
Legendary	50G	3,000

## Property

Shed	1G	50-75
Hovel	10G	400-600
Townhouse	150G	7,500
Manor	2,000G	100,000
Castle	10,000G	500,000

## Food

Poor	1P	1-2
Decent	3P	1-3
Fancy	3S	10-20
Exquisite	1G	50-75

## Lodging

Poor	2P/Day	1-3/Day
Decent	1S/Day	8-12/Day
Fancy	1G/Day	50-75/Day
Extravagant	10G/Day	400-600/Day



## I Search the Body

So I just killed this person and I want to rummage through their stuff, what do they have...?

1. Nothing
2. 1 penny
3. 2 pennies
4. Half a potato
5. Oddity!
6. A turnip and 1 penny
7. A damp cloth
8. 1 shilling
9. A left shoe
10. Pandora's Box!
11. A shiv
12. A pair of shoes
13. A dirty loincloth
14. Loaf of bread
15. Oddity!
16. A rusty sickle, and a bundle of straw
17. A clean loincloth
18. 7 pennies
19. A rat
20. Pandora's Box!
21. A belt with a shiny buckle
22. Clean clothes
23. A pouch with 3 smooth rocks
24. Small jug of spoiled milk
25. Oddity!
26. A bag of assorted vegetables
27. A key
28. 2 shillings
29. A hat with a hole in it
30. Pandora's Box!
31. 4 shillings, 2 pennies
32. A small painting of a frog
33. Rope and a pair of shears
34. A lantern with a little oil
35. Oddity!
36. An obnoxiously large pitchfork
37. A coat made with smelly furs
38. A dirty smock that says kiss the cook
39. A bag full of peculiar snail shells
40. Pandora's Box!
41. A sock puppet with buttons for eyes
42. Live chicken
43. 1 guilder
44. A key chain with 4 rusty keys
45. Oddity!
46. An image of a family
47. A new pair of trousers
48. A love letter from a secret admirer
49. A hunting knife with an antler handle
50. Pandora's Box!
51. A sack of sacks, the last sack has candy
52. 1 guilder, 3 pennies
53. A coupon for half off your next purchase
54. A raw lamb chop
55. Oddity!
56. A dictionary with illustrations
57. Jar of hand cream
58. A small statue of an animal
59. A scarf made from a weasel
60. Pandora's Box!
61. Loaf of bread, butter, knife, cloth
62. A kettle helm with a small dent
63. A floppy hat with a feather in it
64. A bar of soap and a loofah
65. Oddity!
66. A coat with 12 pockets
67. A whistle that summons a falcon
68. 2 guilder, 9 shillings, 2 pennies
69. A bottle of perfume
70. Pandora's Box!
71. disguise kit with many mustaches
72. A big hammer with blood stains
73. A reservation for a fancy restaurant
74. 4 guilders, 7 shillings, 5 pennies
75. Oddity!
76. A scroll containing a magical spell
77. Fancy velvet clothes from a far off land
78. A silver sword
79. A purple gemstone of unknown origin
80. Pandora's Box!
81. A small satchel of opium
82. A small satchel of gunpowder
83. A longbow with 3 flammable arrows
84. 7 guilders, 4 shillings, 1 penny
85. Oddity!
86. A skeleton key
87. A purse with a small trained dog
88. An exquisite fur cape and a ring
89. A wizard's wand carved from a maple tree
90. Pandora's Box!
91. A pristine chainmail hauberk
92. Front row tickets to the opera
93. An incriminating journal of a noble
94. A small chest with 50 guilders
95. Oddity!
96. The unfinished will of a merchant
97. An invitation for tea with a monarch
98. A degree from the naval academy
99. The deed to a small home in the country
100. Pandora's Box!



## Oddities

Oddities are strange and obscure items that you may find in your travels. They may be magic, they may be cursed, they may be weird, or they may be completely mundane!

1. A long coat with an extra sleeve
2. A butterfly in a jar. If released, a doomed prophet will yell "You've doomed us all!!!"
3. An unbreakable rope
4. A fermented cabbage labeled "With Love"
5. A small box with a frog in it
6. A pair of trousers where the contents of the pockets swap pockets
7. A spoon that doubles as a fork
8. A fish bone necklace
9. A vengeful genie lamp with one wish
10. A stick that always points the same direction when dropped from waist height
11. A pair of sandals that never slip
12. A horn that spurts sea water
13. A belt that turns into a snake
14. A pouch of dirt that makes any food taste like candy. It tastes like dirt by itself
15. A pouch of salt that makes any food taste like dirt. It tastes like salt by itself
16. A vest that always has a spare button
17. A rabbit that always finds its way back into your hat, even in death...
18. A small meshed cage full of flies
19. A head of lettuce that looks like a head
20. A censer that wards off disease.
21. A locket with a painting of you
22. A crystal with a dead fairy inside
23. A jug with a quick release bottom
24. A skeletal hand that clenches and when the pinky is pulled
25. A mask that looks like one of your friends
26. A thimble that pours endless salt water
27. A handkerchief that never soils
28. Ceremonial robes of a local cult
29. A book with spines on both sides
30. An egg as hard as iron, movement can be heard inside
31. A six-sided die that provides vague answers to questions when rolled.
32. A perfume with a thumb inside
33. An hourglass that keeps track of the exact amount of time you request it to.
34. A flute that plays like a harmonica
35. A clamshell with a eyeball growing inside
36. A skipping stone that never ends
37. A stone that whispers secrets into ears
38. An anklet that is only visible in moonlight
39. A spider with nine legs that weaves art
40. A recently cooked kabob featuring a food chain of animals, a moth, spider, frog, snake, and a small falcon
41. A tunic that makes you appear bulkier
42. A drum made with a cow's udder
43. A drinking glass with a false bottom
44. A lollipop in the shape of a skull
45. A basket that occasionally has new strange fruit inside
46. A purple dust that lets you speak to flowers and see unicorns
47. A cat charm that meows when near danger, milk, or mice
48. Three ears strung on a necklace
49. A sickle with a backwards blade

50. An odd multitool. Each player names a mundane item and the tool gains its properties.
51. Bracelets made from animal tails
52. A biggin cap that gets bigger every time it's worn. Some may call it a bigger cap.
53. An embalmed mouth and ear. Speaking into the ear causes the mouth to speak
54. A pair of socks that slide on any surface
55. An orange rock that sweats
56. An acorn with a face and legs
57. A blanket that swaddles its user
58. An arrow that can pierce anything and flies in a straight line forever
59. A small urn filled with cookies
60. A knot that only gets more tangled
61. A heart that still beats
62. A candle that gets taller as it burns
63. A vial full of hair
64. A broom that bestows you with an unnatural sense of balance.
65. A petrified bat with its wings folded. An archaic rune is carved into its back
66. A cold glass sphere with a snowflake floating inside
67. A music box that plays haunting lullabies
68. A pair of boots that purposefully expose the toes.
69. A peppermint candy that never dissolves
70. A scroll case filled with sliced potatoes
71. Sequin gloves with extra fingers
72. A belt buckle that blinds foe's
73. A crossbow that fires three bolts
74. A flower that blooms in torchlight
75. A marionette in the likeness of your father
76. A bottle of sweat
77. A stick-on mustache that curls and unfurls with your emotions
78. A lute that sounds like a piano
79. A worm that wants to crawl up your nose
80. A potion that swaps a random attribute with your desperation
81. A painting where the background changes every few days
82. A crumpled piece of paper that has different sketches every time its unfolded
83. Three mice that fake blindness
84. An aluminum can
85. A set of dice that rolls poorly for its owner but exceptional for anyone else
86. A silver knife that can cut through any metal, but it cannot cut anything else
87. A thousand year old bottle of mulberry wine. It is stoppered with a iron cork
88. A foldable stool
89. A porcelain pitcher that has accurate engravings of the afterlife
90. A quill that gives you the ability to write, but takes away the ability to read
91. A crutch that is warm to the touch
92. An apple that fills in bite marks when rotated out of view
93. A girdle that only gets tighter
94. Two cups attached by a string that feeds out of the bottoms. The string is infinite
95. A ball that doesn't bounce or roll
96. Eyeball earrings that track movement
97. A horseshoe that tames horses
98. A book with moving illustrations of a dog
99. A glass nose with flared nostrils
100. One hundred assorted nuts in a jar. A label reads "do not eat"

# Bestiary

## Introduction

No adventure is complete without a few punching bags. In this bestiary you will find a large array of strange and absurd adversaries. Lets talk about how they work.

Creatures and monsters in Peasantry work differently than most TTRPGs. This is because the GM is not expected to roll any dice whatsoever. And so the creatures were designed with that in mind. There are very little mechanics built into the stat blocks, instead we opted to include a lot of flavor text and descriptors to inspire GMs. A rabies riddled raccoon using a variety of attacks like garbage breath, shit spit, and trash slash is much more exciting than a raccoon that has made a claw/bite attack for the 4<sup>th</sup> time in a row. We did not completely omit mechanics from the creatures. Each creature will have a few unique abilities that players will have to navigate and overcome.

On the subject of combat as it relates to creatures. There is no such thing as multi-attacks, boss monsters, legendary actions, or things that manage "action-economy". We encourage players of Peasantry to take a narrative approach to combat. Allow the players successes and failures to drive the story. If the players are rolling really well, then the creature may not have time to perform an attack or action as it has been sent reeling. On the other hand the players could be failing a lot, leaving them vulnerable to more attacks from the creatures. Use your intuition to interject the creatures actions into the narrative. Just ensure that each player has opportunities to respond and take action within the story. I think you'll find that your combats will flow more smoothly and efficiently.

## Stat Blocks

Each creature is built around the following statistics:

### *Creatures Name*

**Description:** a brief synopsis of the creature.

**Hitpoints (HP):** Representative of their creatures overall health, morale, and fighting capability. Each success against the creature damages their HP by one, when it hits zero, the creature is either killed, routed, unconscious, demoralized, or in general defeated. Successes need not be directly combat related to inflict damage to HP.

**Weakness:** Some creatures have specific weaknesses. When damaged by their weakness they lose two HP rather than one. In non-combat related tasks players get advantage on tasks when exploiting a weakness.

**Special:** Some creatures have unusual abilities with unusual rules, they will be listed here

**Attacks:** List of potential attacks this creature can make

**Deathrattle:** This ability triggers when the creature dies





## Belligerents

This section of the bestiary focuses on other commoners and peasants just like you. Could you spare a penny?

### Bar Bully

**Description:** Some random drunkard picking a fight at the bar. They are big and dumb as rocks. They think you said something about their mum. They also don't like your face

**HP:** 2

**Weakness:** A free drink

**Special:** Whenever a peasant is hit by the bar bullies attack, have them roll an illness check, on a failure they get knocked out. Have them roll illness to wake up

**Attacks:** Table, chair, bottle, fork, knife, plate, a mounted stag's head, fireplace, another patron, floorboards, broomstick, anything you can find in a bar is a weapon

**Deathrattle:** They are too inebriated to feel pain and fall unconscious rather than die. They can be killed if they are asleep

### Beady Eyed Brat

**Description:** A child born into the slums of the city, they steal and swindle to survive

**HP:** 1

**Weakness:** Orphanages

**Special:** Onlookers will always take the child's side in any altercations

**Attacks:** Foot stomp, shin kicks, shiv jab, puppy-dog eyes, marbles, alleyway trap, crawl through a tight space

**Deathrattle:** Lose a dirt point for killing a child you monster

### Cannon Fodder

**Description:** The grunts of any good fighting force. Whether it be the town guard, thugs, or common foot soldiers. These warriors are expendable, cheap, and effective in numbers

**HP:** 1

**Weakness:** Everything

**Special:** Cannon Fodder always travels in groups of at least 2d6

**Attacks:** Spears, crossbows, shortswords, shield bash, poleaxe, dagger, shortbows, nets, caltrops, mace, javelins, and most importantly strength in numbers

**Deathrattle:** Roll 1d6, on a 6 an additional Cannon Fodder reinforcement arrives

### Doomed Prophet

**Description:** An eccentric oracle plagued by the visions of a bleak future. They are often dismissed by society and shunned as an outcast. But what if they are right?

**HP:** 1

**Weakness:** Miracles

**Special:** Roll 2d6 to divine certain doom

1	A GREAT WAVE OF	DOOM
2	A PLAGUE OF	LOCUSTS
3	A SKY BLOTTED OUT BY	PEASANTS
4	A RECKONING OF	ANGELS
5	FROM BENEATH COMES	DEMONS
6	A CONJURING OF	FIRE

**Attacks:** They do not fight back. Why resist in the face of certain doom?

**Deathrattle:** The prophecy comes true

### Honest Fella

**Description:** One of the good ones, with a heart made of gold. Just trying to make their way in this world through honest means

**HP:** 1

**Weakness:** Their kindness.

**Special:** They have the ability to forgive.

**Attacks:** They believe that no good can come from harming another

**Deathrattle:** A mob of friends and family will track you down in 1d6 days and destroy everything you ever loved. Choose an array of belligerents to represent the family

### Hughligan

**Description:** A hooligan who holds the powerful name of Hugh. A formidable prankster who sows fear and pandemonium in their wake

**HP:** 2

**Weakness:** A well timed joke

**Special:** The first time they would receive damage from each player, they miraculously escape via puff of smoke, cardboard cutout, trapdoor in the floor, or the old switcheroo

**Attacks:** The pranks start small and can only escalate. Pie in the face, tripwire, flaming dog shit, a surprise visit from your mother, a warrant for your arrest, a dragon's favorite treasure smuggled into your pocket

**Deathrattle:** They wave a white flag and exclaim "it was only a prank!". The players determine their fate. If they are defeated by a prank, award the prankster 2 dirt points

### Knee Breaker

**Description:** It's time to pay up, and the kneebreaker is going to collect. A well dressed muscular debt collector with slicked back hair and a rather large club. They will have you kneeling for forgiveness

**HP:** 3

**Weakness:** Debt forgiveness plans

**Special:** They are impossible to outrun, no matter how fast you go they always seem to be one step behind you. Inescapable

**Attacks:** Suave strike, debonair fracture, Ravaging meniscus, disarming dislocation, lamenting ligament

**Deathrattle:** It's a family business! More debt collector's will show up until the Boss has been defeated. The Boss has 6HP and is always accompanied by two knee breakers

### Local Cult Fanatic

**Description:** These lunatics are numerous and annoying, where there's one, there's ten more in waiting. They wear goat skull masks and pigeon feather cloaks. They scream ritual songs in honor of their god

**HP:** 1

**Weakness:** A sacrificial heart

**Special:** Whenever a player rolls a 6, another fanatic shows up. If there are more than 10 fanatics, they summon Shub-Niggurath, the Black Goat

**Attacks:** Rusty sickle, half a pair of shears, bucket of black sludge, speaking in tongues, goat noises, a jeweled dagger

**Deathrattle:** They bleat like a goat

## Mad Scatter

**Description:** Plagued by the limerick madness of a demon, the Mad Scatter must scat to survive. They have become impulsive and emotionally charged by the free flowing occult verses that course through their body. Their forked tongue spits infernal words of power to the detriment of those around them, sowing chaos through scat

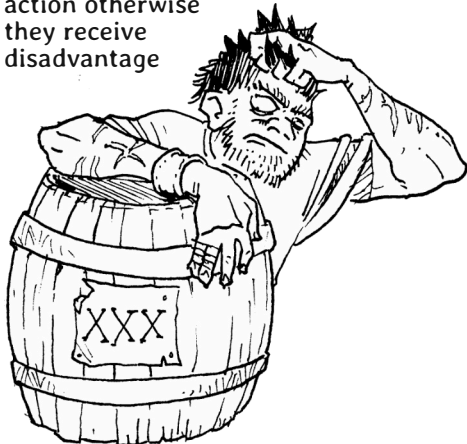
**HP:** 4

**Weakness:** An emotionally charged scat

**Special:** If anyone stutters or cannot decide what to say or do, that Mad Scatter gets to take another turn. There is no time to hesitate in front of the Mad Scatter

**Attacks:** Dibby-doh-bop, Ski-da-da-do, Zippity-do-wop, Dappa-dap-dap, Ba-dee-ba-dee, Shoo-bop-a-lu, Bebop-hop, Skiddly-de-de, Swippity-sa-wop-bop, Bobble-de-boop, Zee-bop-a-doop, Skeedle-weedle-beedle, Flippidy-flop-a-do

**Deathrattle:** Whoever slays the Mad Scatter is cursed to continue scatting for the rest of the game. They must perform a scat before taking any action otherwise they receive disadvantage



## Old Kook

**Description:** Another greedy nasty peasant just like yourself. They can handle themselves in a fight and are likely to mug you

**HP:** 2

**Weakness:** Taxes

**Special:** Dirt in the eyes! Each player must roll with their eyes closed and guess the number rolled. If they are correct, they receive a dirt point and suffer a consequence

**Attacks:** punching, crotch shot, tripping, biting, hair pulling, hidden shiv, random scrap of wood, broken bottle

**Deathrattle:** They wait for you to get close and attack you one last time before they die

## Pit Fighter

**Description:** Born into a cruel and unforgiving world. These fighters possess a combination of physical prowess, strategic cunning, raw aggression, and an unyielding determination to win

**HP:** 3

**Weakness:** Heavily regulated events

**Special:** Whenever the Pit Fighter would drop to zero HP roll 1d6, on a 4-6 they remain at 1 HP.

**Attacks:** Punches and jabs to the throat, eyes, clavicle, liver, and neck. A quick kick to the knee that hyperextends the joint or even causes the bones to break

**Deathrattle:** Against all odds, they stand up one last time to fight. They lose their special ability and deathrattle ability and have 1 HP

## Top Brass

**Description:** The leader of the Cannon Fodder. They are smarter, stronger, and meaner than the rest of them. They hail from a meager peasant existence and have fought their way into a leadership position. They could be the Bandit Leader, Guard Captain, or a Regiment Commander

**HP:** 4

**Weakness:** Bribery

**Special:** Whenever a player rolls a 6, the Top Brass summons 1d6 Cannon Fodder

**Attacks:** Commanding strike, intimidating presence, cunning cut, evasive maneuvers, resolute rally, tactical positioning

**Deathrattle:** All nearby Cannon Fodder lose heart and abandon the fight

## Wartorn Veteran

**Description:** Crippled and hardened by war, these warriors are a force to be reckoned with. Best not to trigger any flashbacks

**HP:** 3

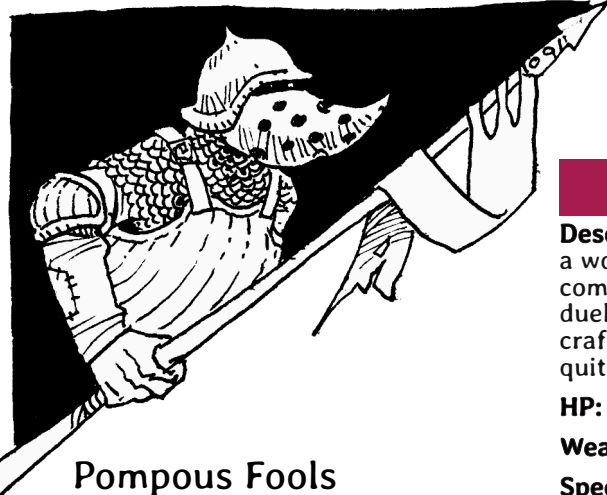
**Weakness:** Loud noises

**Special:** Guerrilla warfare! Anytime a player rolls a 2, the veteran seemingly disappears only to ambush the player again later. This can dodge attacks

**Attacks:** Tripwire, punji sticks, dead fall, snake pit, a very large knife, the tiger trap, bamboo whip, wildfires, garrote

**Deathrattle:** The veteran has been rigged with arcane explosives, anyone caught in the explosion must make an illness check against death!





### Dueling Aficionado

**Description:** In their hands, a blade is a work of art. Flowing in and out of combat like a graceful ballerina the dueling aficionado is a master at their craft. Albeit their confidence can be quite annoying

**HP:** 4

**Weakness:** Impressive weaponry

**Special:** The same trick cannot work twice. Repeated attempts at the same task will always fail as he exclaims "Countered!" "Parried!" "Foiled!" "Riposted!" "Thwarted!" "Impeded!"

**Attacks:** Liechtenauer's lunge, Ringeck's riposte, Mcbane's boar thrust, Musashi's slash, Marozzo's master strike, d'Aubigny's swift death, Bokuden's bind & strike

**Deathrattle:** "At last, a worthy match"

### Coddled Heir

**Description:** The child of a pampered existence. They have been raised to feel superior and elite. They are easily annoyed, highly judgmental, and extremely privileged

**HP:** 2

**Weakness:** They cannot turn down a challenge and cannot accept losing

**Special:** They can hire any of the belligerents to perform tasks for them

**Attacks:** Self-righteous sneer, a mocking slow clap, overconfident hair flip, a snobbish toodaloo, egotistical denial, a hissy fit

**Deathrattle:** The estate is thrown into turmoil, who is to inherit it now?

### Overambitious Broker

**Description:** Driven by their lust for financial success, the Overambitious Broker is dead set on selling you exactly what you need, exactly when you need it. However the price is always quite costly. They are often described to behave more similarly to a soul snaring devil than an actual human being

**HP:** 2

**Weakness:** A good deal

**Special:** They know exactly what you need, and when you need it. The only catch is the price. The GM must decide the price, make it a hard choice. Here is 1d6 of ideas:

1. An arm or a leg
2. Their favorite item
3. Their favorite NPC
4. One of the players
5. An assassination
6. Steal a valuable item

**Attacks:** Financial flurry, hostile takeover, market manipulation, bribery blitz, legal loophole, insider threat, bureaucratic blast

**Deathrattle:** Turns out they were a devil all along! Their body combusts into flames and they become a flying devil with 5HP

### Onomancer

**Description:** The weaver of names, the fabricator of titles, the despoiler of designation. This powerful spell caster wields the innate magic of names, and if needed they will turn your name against you.

**HP:** 3

**Weakness:** Nicknames

**Special:** If the Onomancer knows your name, you have disadvantage on all tasks against them. Additionally, they can cast spells based on your name. For example, the name Timothy could allow the summoning of a giant MOTH, or cause a tree to fall with TIM-ber. Or cause extreme THY-igh muscle cramps. Be creative with it

**Attacks:** Suffixate, prefixuate, abbreviate, deNOUNcer, reVERBerate, interjection, compound, articulate, asynonymilate, antonymulation

**Deathrattle:** The Onomancer speaks the powerful name of a demon. All those nearby must make an illness check or suffer from amnesia. The amnesia can only be cured by hearing the name of your first pet

### Pompous Fools

This section of the bestiary focuses on the top 1%. The rich, the gifted, and the beautiful. They will belittle you. They will rub it in your noses. And they will undoubtedly seek retribution for any minor inconveniences.

### Dubious Duke

**Description:** Cloaked in mystery and deception, the Dubious Duke is a mastermind hiding in the shadows of nobility. With coin and secret backroom meetings the Duke manipulates the people around them like pawns in a great game of chess, a game they plan to win

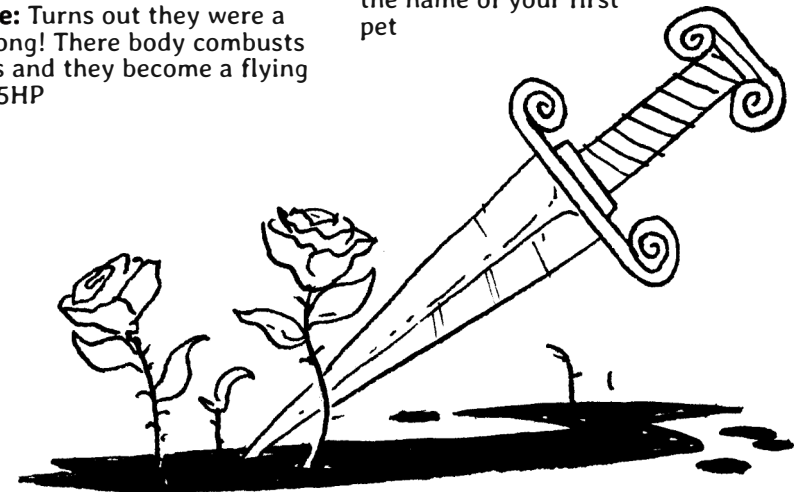
**HP:** 4

**Weakness:** A vile and sinister plan

**Special:** They cannot be interrupted during their monologue, any attempts to do so result in the activation of a well planned trap

**Attacks:** The Duke would hardly allow themselves to be caught, they use the sophistication of nobility as their shield. They may however: whisper schemes, double-cross, poison words, sinister laugh, puppet strings, dark proposition, contract killer

**Deathrattle:** The criminal underworld loses a sense of cohesion, crimes become sporadic and gangs fight to fill the power vacuum





### Pontifical Clergyman

**Description:** With an air of superiority and a holier than thou demeanor, the Pontifical Clergyman is quick to condemn those that fail to meet their standards of righteousness. Be wary not to bring the wrath of the gods upon your soul

**HP:** 2

**Weakness:** Demonology

**Special:** If a player uses any profanity the clergyman may take another turn

**Attacks:** Exorcism, purifying blast, heavenly barrier, holy rebuke, excommunication, sacrilegious smite, zealous invocation

**Deathrattle:** If the Clergyman is on sacred grounds the gods will take notice and intervene. Brilliant light fills the area blinding all nearby, the clergyman is resurrected and the first to strike him is smited dead

### Pretentious Virtuoso

**Description:** Flamboyant and ostentatious, the Pretentious Virtuoso is a genius at their art and they wish everyone to know it. So much so that they exude an aura of arrogance and self-importance, seeking admiration to validate their fragile ego.

**HP:** 2

**Weakness:** Discordant music

**Special:** They are so skilled in their craft that they leave their audience dazzled. When confronted by a performing Virtuoso roll anxiety, if you fail you have disadvantage on any harmful actions towards them

**Attacks:** The old razzle-dazzle, conceited crescendo, egoistic encore, self-indulgent serenade, haughty harmony, pompous prelude

**Deathrattle:** A final outro performance so endearing that any nearby onlookers will immediately become enraged against the Virtuoso's killer



### Scathing Socialite

**Description:** The Scathing Socialite is the pinnacle of desire for all those seeking excellence. Renowned for their discerning taste and impeccable standards, they command admiration and envy alike. Their sharp tongue also makes them the most formidable critic, fearlessly dissecting every aspect of social life with razor sharp precision

**HP:** 3

**Weakness:** Flattery

**Special:** Via the Socialites powerful connections they can change a peasants reputation for better or worse. If the peasants help the socialite, award them +1 dirt, if they hinder the socialite -1 dirt. They may try to pit the peasants against each other for dirt

**Attacks:** Fighting is beneath them, but they may provide you with a callous critique, sneering suggestion, assertive assessment, evocative evaluation, or a raging ridicule

**Deathrattle:** Word gets out, the peasant who slayed the socialite gets a bad review -5 dirt

### Vexatious Viscount

**Description:** Destiny and fate are mere constructs for the Vexatious Viscount to manipulate and bend to their will. Through countless years of devoted research and study, the Viscount has become a conduit for occult magics. With the whisper of a word, one's destiny can become ensnared in the vex of the Viscount

**HP:** 3

**Weakness:** Superstition

**Special:** When confronting the Vexatious Viscount you will no longer be using dice. Instead use a Magic 8 Ball to determine success or failure. Non-committal answers mean your turn is skipped. Outlook not so good results in a consequence.

**Attacks:** Coercive curse, fated fortune, haunting hex, macabre malediction, vindictive vex, jaded jinx, bitter bane

**Deathrattle:** Whoever kills the Viscount must open a fortune cookie, if the fortune comes true in the game they die



## Monsters

This section of the bestiary focuses on all things not human. Old wives tales, folk stories, legends, or even just the rabies riddled raccoon in your turnip field.

### Cupid Cobra

**Description:** A large venomous cobra with a hood in the shape of a heart. There is a slight pink hue to its otherwise black and tan patterns. It is said that those bitten by it will fall madly in love with the first person they see! Albeit most die from the venom within the hour

**HP:** 2

**Weakness:** Giant weasels

**Special:** If you are bitten by this cobra you will fall madly in love with the first person you see

**Attacks:** Love bites, infatuating venom, smitten strike, adoring attack, intimate constriction, endearing venom spit

**Deathrattle:** Its venom can be used to make a love potion



### Hadaver Cadaver

**Description:** A non-magical magician resurrected by necromancy. Their body is compelled to continue performing magic shows. However the classic non-magical tricks are now imbued with actual deadly magic. Go ahead, pick a card, it could be your last...

**HP:** 3

**Weakness:** Explaining the trick

**Special:** The first item each player attempts to use cannot be found. The Hadaver Cadaver will pull the item out of nowhere and exclaim "Is this your (item)?" and then use it against you

**Attacks:** Three-card monte, coin sleights, sawed in half, the ol' cup and balls, levitation, mind reading, detachable thumb, disappearing

**Deathrattle:** The Hadaver Cadaver disappears in a puff of smoke to perform again another day

### High Risk Basilisk

**Description:** A large raptor-like beast with a serpents tail and bat wings. Every inch of the Basilisk exudes venom, and its stare can turn a man to stone. Only those willing to risk everything have a chance to kill this legendary beast and bath in its glory

**HP:** 6

**Weakness:** Attributes of 2 or less

**Special:** Attributes of 3 or higher always roll with disadvantage

**Attacks:** venomous bite, petrifying stare, noxious odor, toxic tail swipe, vitriolic claws

**Deathrattle:** If killed by an attribute of 1, the character who killed the beast is covered in the beasts blood, petrifying them into a heroic stone sculpture. They receive +5 dirt

### Ossified Orangutan

**Description:** A great ape with a rare form of fibrodysplasia ossificans progressiva. A disease that is slowly turning the ape's flesh and muscle mass into bone. Pain from the disease has thrown it into a rampage. The disease has already converted much of its fur into hardened bone armor. The disease will eventually kill the beast, but for now you have to deal with a fully armored 300 pound ape who is seven times stronger than a normal person. Goodluck!

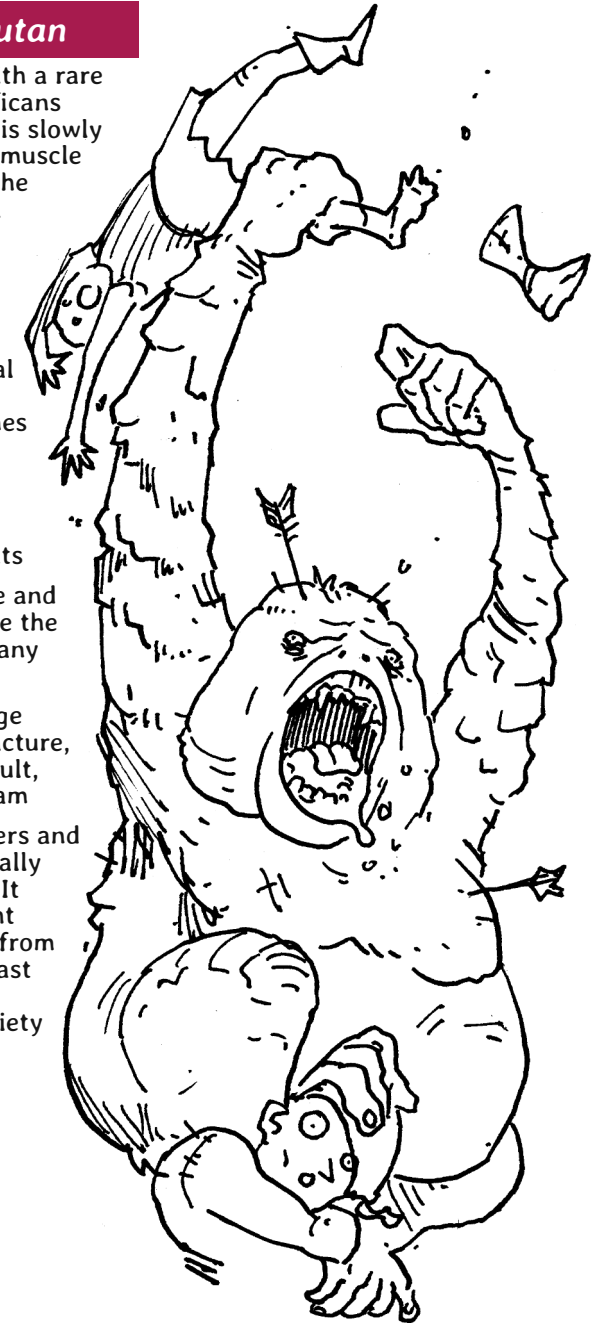
**HP:** 5

**Weakness:** Odd shaped fruits

**Special:** You must roll twice and succeed both times to pierce the hardened bone armor with any weapon

**Attacks:** Bone bash, cartilage crusher, joint jab, femur fracture, spinal suplex, arthritis assault, splinting strike, sternum slam

**Deathrattle:** The beast falters and falls, its weakened body finally succumbing to the disease. It gazes longingly at the bright blue sky, a single tear falls from its eyes. It heaves out one last breath. It is a sad sight. Peasant's must pass an anxiety check or otherwise become disheartened by the dying beast



### Prime Time Slime

**Description:** An undulating mass of acidic slime that takes on the rough likeness of a human. It is volatile in nature and seems to rapidly age between an old man and a baby. It can burn you in all its forms

**HP:** Range of 1-5 (See Special)

**Weakness:** Jars/other containers

**Special:** Whenever a player rolls a failure, the slime gains 1 HP. The slime has a different form based on its health. Baby (1), Teen (2), Adult (3), Middle Aged (4), Old (5). If the slime drops to 0 HP or grows to 6 HP trigger its deathrattle

**Attacks:** Baby acid puke, caustic teen angst, heavy weight adult acid punch, corrosive mid-life crisis, scathing elderly wisdom.

**Deathrattle:** The slime falls into a puddle on the floor. If a player rolls a 6, then it reforms into an Adult. This deathrattle does not work if the slime is defeated by water

### Rabies Riddled Raccoon

**Description:** This raccoon is rabid and will attack anything that moves. You should be afraid; it sure isn't

**HP:** 1

**Weakness:** Water

**Special:** If you are bitten, roll an illness check to avoid contracting rabies

**Attacks:** Garbage breath, trash slash, shit spit, junk storm, scrap pounce, filth assault, slop blitz, rubbage dash

**Deathrattle:** If anyone touches the dead body they must make an illness check to avoid contracting rabies



### Shub-Niggurath The Black Goat

**Description:** The Black Goat of the Woods with a Thousand Young. This lovecraftian horror is the deity of many a cult. Consisting of black tentacles, multiple grotesque mouths, and a large body atop small goat legs, it stands nearly 7 stories tall. When it enters our realm from the darkness of the void, babies will weep, birds will fall from the sky, and doom croakers will be proven right. It will take a miracle for anyone to survive its terror

**HP:** 15

**Weakness:** None

**Special:** Whenever a player rolls a 4, 5 or 6, Shub-Niggurath releases a tentacled youngling from its body (statistics of a rabies riddled raccoon)

**Attacks:** Mind blast, tentacle lash, goat stomp, space & time manipulation, and essentially all god-like powers. If it kills you, you are erased from history.

**Deathrattle:** Explodes into 100 tentacled younglings. Each youngling is worth 1 dirt point

### Spurning Spuds

**Description:** Thousands of years of human cultivation has expedited the evolution of the potato. Unbeknownst to man, many families of potatoes have evolved to have sentient minds. They have been forced to watch their kin die. Peeled, boiled, mashed, scalloped, baked, fried. Spurned by the atrocities of man, several patches of potatoes have evolved to have arms and legs and now seek to enact their revenge

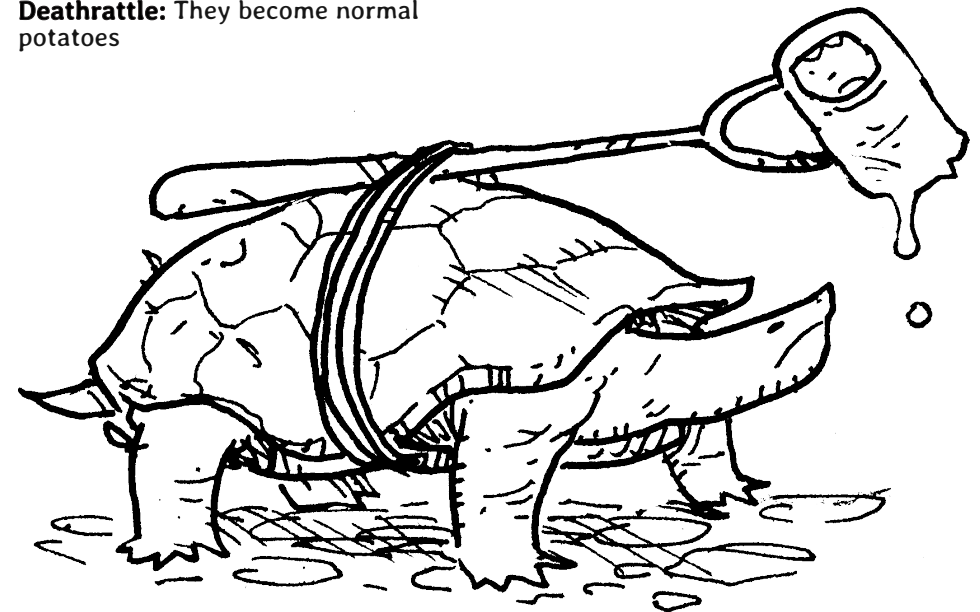
**HP:** 2

**Weakness:** Gravy

**Special:** They can blend in with any potato, they can also burrow underground

**Attacks:** They seek to destroy man with the same cruelty that they have endured. They will try to peel you, boil you, mash you, scallop you, bake you, fry you, and roast you alive to sate their thirst for revenge

**Deathrattle:** They become normal potatoes



### Stab Turtle

**Description:** A large turtle with a fork strapped to its back. It's only purpose in life is to stab and maybe bite. It is seemingly impossible to escape

**HP:** 2 (it is encourage that the first instance of damage to the Stab Turtle be described as having no effect)

**Weakness:** Fragility 4/5, anything fast

**Special:** Once out of view, the turtle seemingly teleports to the next point along its targets path. It is impossible to escape. It is never seen teleporting

**Attacks:** Stab and maybe bite

**Deathrattle:** They make a good soup



## F: Character Sheet

A breakdown of the character sheet, and a printable page of the sheet itself.

**Name:** Here you can put your character name!

**Player:** Here you can put your real name if you want!

**Occupation:** This is where your peasants occupation goes. Remember you get advantage on checks related to your occupation.

**Fear:** This is where your peasants fear goes. Remember when confronted by your fear you have to make an anxiety check. Failure results in a consequence.

**Anxiety, Illness, Fragility, and Nasty:** This is where you can keep track of your individual attributes and their levels.

**Desperation:** Here you can keep track of your total desperation points. There is also a quick cheat sheet on what they are used for.

**Dirt:** Here you can keep track of your dirt points. Whoever has the most at the end of the game is the filthiest peasant!

**Skills:** Here you can keep track of your skills. Remember you get advantage when using your skill.

**Afflictions:** Here you can keep track of all your afflictions, assigning them a value 1-6. Keep track of which tier your at. Remember, if you reach tier 3 or run out of space for afflictions, your peasant either perishes or you lose control of them.

**Peculiarities:** A spot to write down your peasants weird life experiences.

**Equipment:** A spot to keep track of all the garbage you have collected.

**Pennies, Shillings, and Guilders:** A spot to keep track of your money. Don't go spending it all in one place



# PEASANTRY

Name: \_\_\_\_\_ Player: \_\_\_\_\_

Occupation: \_\_\_\_\_ Fear: \_\_\_\_\_

Anxiety	Illness	Fragility	Nasty
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Desperation		Dirt	
<input type="text"/>		<input type="text"/>	

### Desperation Cost & Effect

- 1: Force any player to reroll
- 2: Pull a piece of equipment out of thin air
- 3: Peasant rage, you cannot fail next 2 rolls
- 4: Heal an affliction by 1 tier
- 5: Perform a minor miracle

Afflictions	Tiers
1: _____	<input type="radio"/> <input type="radio"/> <input type="radio"/>
2: _____	<input type="radio"/> <input type="radio"/> <input type="radio"/>
3: _____	<input type="radio"/> <input type="radio"/> <input type="radio"/>
4: _____	<input type="radio"/> <input type="radio"/> <input type="radio"/>
5: _____	<input type="radio"/> <input type="radio"/> <input type="radio"/>
6: _____	<input type="radio"/> <input type="radio"/> <input type="radio"/>

### Skills

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### Peculiarities

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### Equipment

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Pennies	Shillings	Guilders
<input type="text"/>	<input type="text"/>	<input type="text"/>



# COLLECT DIRT. CONTRACT DISEASE. BE NASTY

PEASANTRY IS A RULES LITE STORYTELLING  
TTRPG ABOUT GRUBBY NASTY PEASANTS AND  
THE MESSSES THEY MAKE

