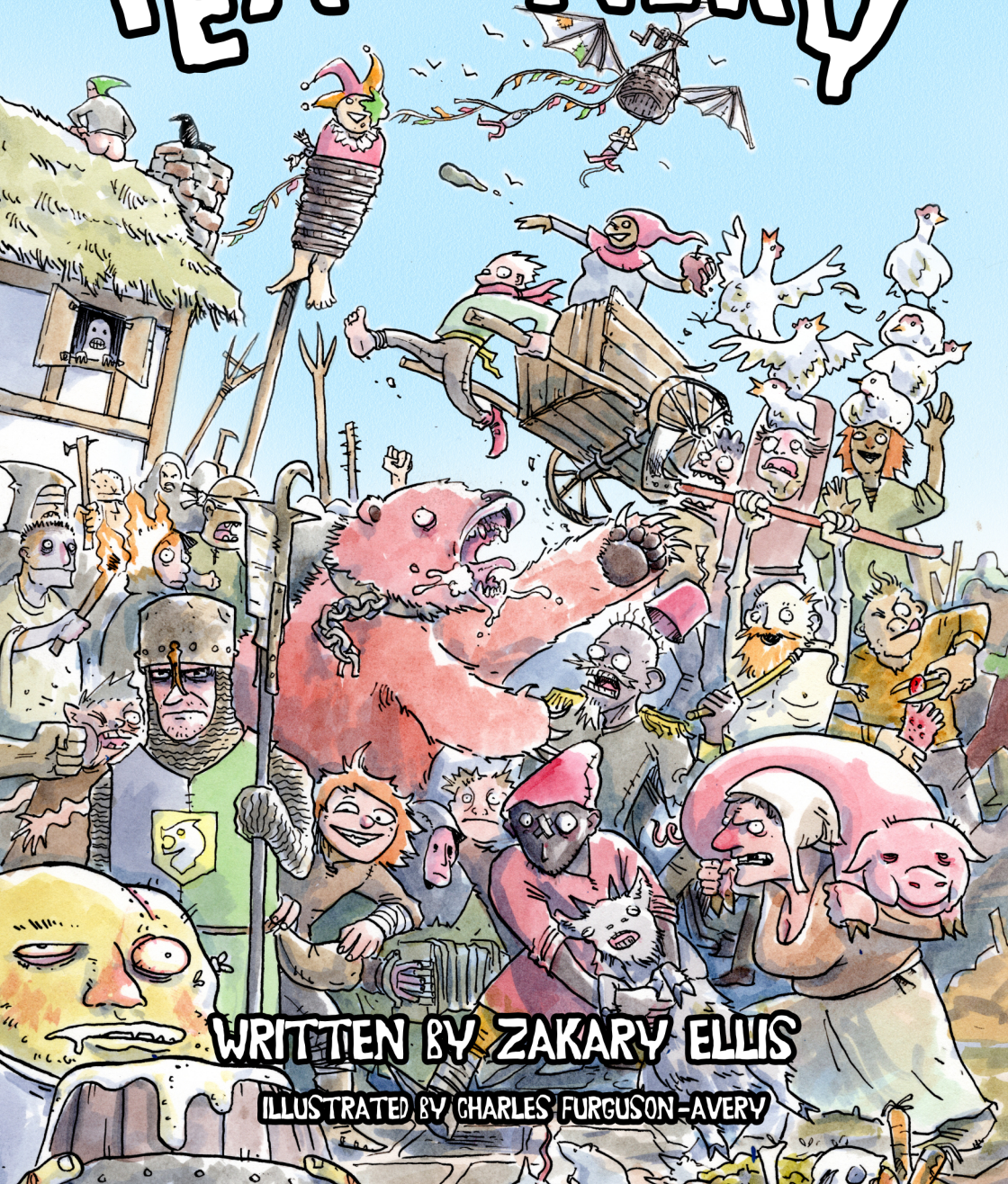


PEASANTRY



WRITTEN BY ZAKARY ELLIS

ILLUSTRATED BY CHARLES FERGUSON-AVERY

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

**Enjoy
Zakary Ellis**

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Introduction

What is Peasantry?

Peasantry is a game about grubby, nasty peasants and spectacular failures. The game is designed for you and your friends to create silly, over the top one-shot adventures full of chaos and nonsense. Amidst the chaos, each peasant strives to be the filthiest, even if it means dying in a blaze of glory.

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. 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 while minimizing how long it took to make them. The game is designed to be played in a single sitting: no campaigns, no grand story arcs, just hilarious quick fun. I also wanted my peasants to feel included in the storytelling process. Allowing opportunities for them to tell the story and describe the extremely amusing successes and failures they achieve together. Among all of that I wanted them to compete to be the nastiest peasant of 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 Peasants and a Game Master (GM). To play you will need a six sided die (1d6), a ten sided dice (1d10), scrap paper, pencils, and character sheets.

One-Shots

Gameplay is designed around one-shot adventures. One-shot are designed to be played in a single session. The story should be designed a singular premise, with several encounters designed by the GM, and a small cast of non-peasant characters (NPCs).

Dice Rolls & Checks

Whenever a peasant performs a risky task, such as wrestling a pig, the GM may call for a check.

To make a check, roll a d6, a result that is equal-to or less-than your most relevant attribute score is a success. Anything higher is a failure. If a 6 is rolled, then a complication arises.

Skills, occupations, and equipment may apply a modifier to attribute scores, multiple modifiers stack. If a peasants attribute is modified to be 6 or higher, the peasant will still roll to see if a complication occurs.

Advantage: +1 to your next roll.
Disadvantage: -1 to your next roll.
Both: Cancel out. Normal roll

Successes

The outcome of a success should be determined before the check is made. Successes should provide a desirable outcome for the Peasant making the check.

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. On the other hand, some tasks may have inherent penalties such as failing to escape a trampling bull.

Impossible Tasks

Some tasks may be impossible. A peasant who never learned to read or write cannot learn to read by rolling well. In such cases, the check would simply fail, rather than requiring a roll. GM's should reserve this rule for only truly impossible tasks.

Complications

Whenever a peasant rolls a 6, they suffer a complication. Each peasant, including the one who rolled, will write an idea for the complication and anonymously submit it to the GM. The GM will then choose one or more of the complications to take effect. For each idea chosen, the peasant who wrote it is awarded +1 dirt.

Assisting

Peasants who are working together can share rerolls and equipment.

Skills

Skills represent abilities your peasant is particularly adept at. If a peasant role-plays how a skill is relevant to a check, they receive +1 for each skill used. Skills also provide basic subject knowledge.

Occupations

Occupations function exactly like skills. In addition, you have the final authority in describing how your occupation functions. What does a poultry plucker even do?

Fears

Whenever a peasant is confronted by one of their fears, the GM may request that peasant to make an anxiety check. On a failure that peasant suffers a complication.

Equipment

Equipment is primarily used as fuel for the peasants imaginations and as tools for their adventure. Tools may allow peasants to attempt tasks they normally could not. For example, shearing a sheep would be near impossible with no shears.

Peasants may overexert equipment to gain +1 to a check, doing so destroys the equipment.

Pandora's Box

What's in the box? What's behind the door? The unknown can be alluring. The GM may ask peasants to "Open Pandora's Box" when confronted by the unknown. This is resolved exactly the same as a complication, except that the peasants are submitting ideas for what the unknown is. If you are the GM this is a useful tool for when you don't know what's next.

Contested Checks

If two peasants perform conflicting actions they make a contested check. Peasants simultaneously roll. Skills and attributes apply as normal. 6's are always a failure and do not trigger complications.

If both peasants succeed, they are at a stalemate and must reroll.

If only one succeeds then that peasant wins the contest and their action resolves successfully.

If both peasants fail they suffer a conjoined complication.

Combat

There is no strict turn orders or initiatives in Peasantry. Instead, combat is handled just like any other check, except that a failure will result in the enemy dealing damage with an attack, or making progress towards a goal. Just make sure each peasant gets to act. See Running Creatures (page 40) for more advice.

Afflictions & Death

Afflictions represent varying illnesses, diseases, injuries, or disabilities that a peasant may acquire during the course of an adventure. As peasants acquire afflictions they begin to realize that the world is out to get them. They become bitter, angry, and reckless. The closer to death they are, the more dangerous they become. Here's how it all works:

Damage: Whenever a peasant is hit by an attack, falls off a cliff, drinks poison, goes crazy, etc. they gain an affliction. Peasants fragile little bodies can hold up to 4 afflictions. This is represented by slots on the character sheet. Slots are filled in ascending order i.e. 1, 2, 3, 4.

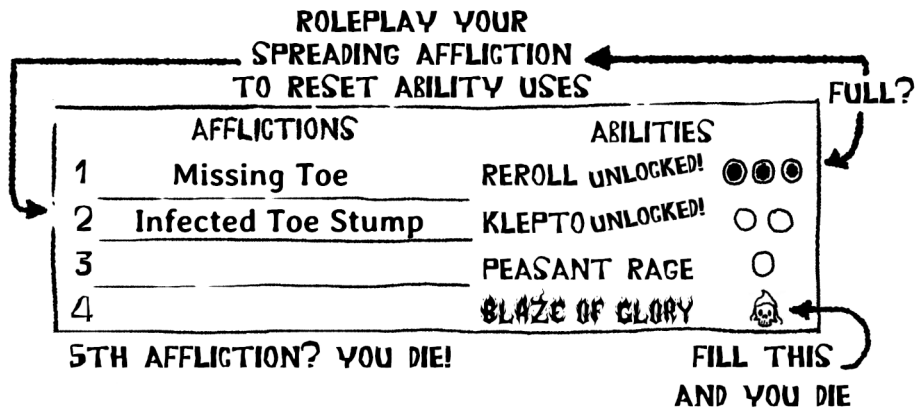
Death: If a peasant would gain a 5th affliction, they perish or lose control. Dead peasants can still write complications and earn dirt.

Abilities: Every affliction gained unlocks new abilities. Each ability has a number of uses and must be used before rolling, reroll excluded. Abilities are unlocked in order:

- 1. **Reroll:** Reroll dice. Three uses.
- 2. **Klepto:** Reveal a small item. Did you steal it, find it, forget you had it, who knows! Two uses.
- 3. **Peasant Rage:** Succeed on your next check automatically. One use.
- 4. **Blaze of Glory:** do something epic, then die. Gain +1 Dirt.

Spreading Afflictions: Peasants can roleplay their worsening afflictions between checks causing them to spread. If they do, reset all ability uses in that slot. Fill in the next available slot with a worse version of the previous affliction.

Healing: Potions, medicine, or a weeks worth of rest removes one affliction and resets uses. Some afflictions never fully heal i.e. amputation, missing eyeballs, etc. In such cases only the uses reset.



Achievements

Every Peasantry adventure should include several hidden objectives that provide +1 dirt point when its requirements are met. Here are some generic examples:

- Drunkard:** Win a drinking contest
- Bird Catcher:** Collect five chickens
- Disease Ridden:** Catch the plague
- Lone Survivor:** Only survivor
- Old Bessey:** Steal a cow
- Court Jester:** Embarrass a noble
- Squalor Appetite:** Eat moldy bread
- I am Speed:** Win a wagon race
- Great Heights:** Fall from a tree
- Wanted Criminal:** Get arrested

Winning with Dirt

Peasants play dirty, and you're no different. Your job is to be the dirtiest, nastiest peasant there is. Whenever a peasant's complication is chosen, they earn +1 dirt point. The peasant with the most dirt at the end of the game earns the title of FILTHIEST PEASANT.

While dirt points are inherently competitive, it is important to note that the goal should be to win by making everyone laugh.

Tie Breaker: Tied peasants must have a flyting contest consisting of 3 bouts. All other peasants and the GM will judge the contest and choose a winner. See Flyting & Ricules (pg.59) for inspiration.

Have Fun & Play Safe

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

In an open-ended game where the only limitation is a peasant'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 peasants to not hurt each other.



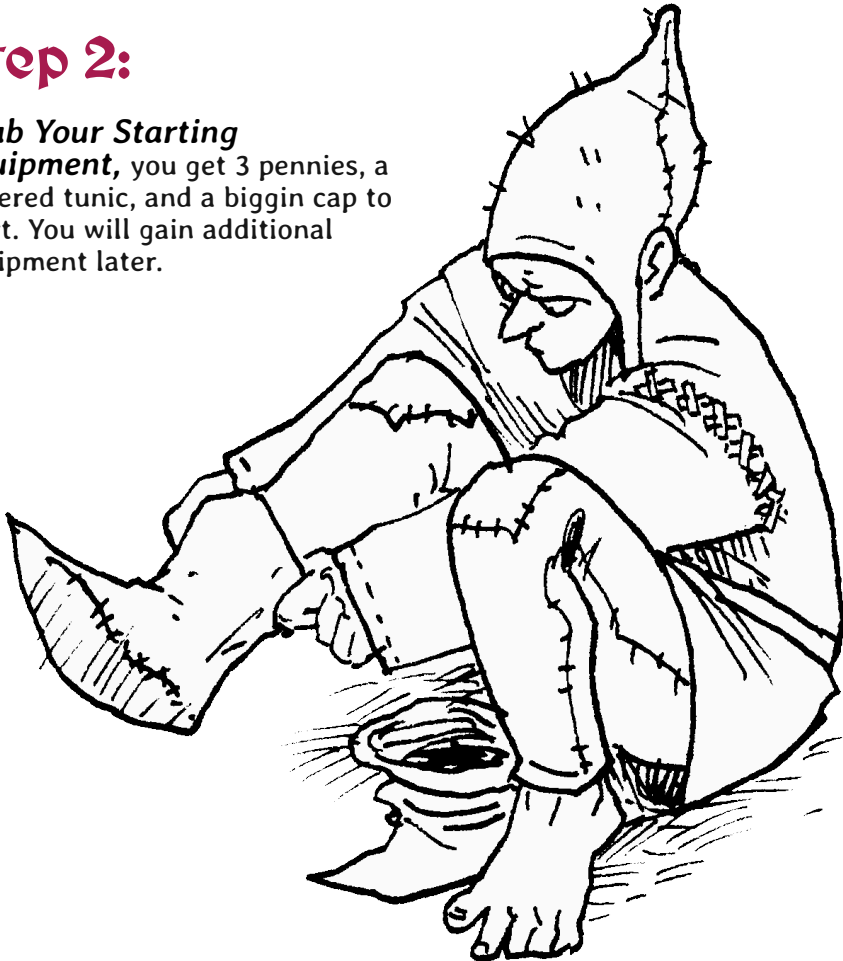
Character Creation

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! (page 58) 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, stay quiet, recall information, and steady your hand. Trying to pick a lock? Roll anxiety to curb your frustration. 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 chug your seventh beer, resist the plague, hold your breath, or to suck the snake venom out of your leg. Roll illness anytime your body is introduced to a foreign substance.

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, pitchforks, and the like?

Nasty, is your ability to hide/use 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! Or perhaps you can try to intimidate him with your uncouth attitude. Failure indicates an unwanted reaction from said NPC.

Assigning Attributes

You receive a 4,3,2, and a 1. Each number must be assigned to one of your attributes. Some character options may alter your scores, but never more than 5 or less than 1.



Step 4:

Occupations

Most peasants didn't get to choose their career, neither do you. Roll 1d100 and consult the table to determine your occupation.

1. Knife-Grinder: **wetstone, knife**
2. Body Collector: **hand cart, bell, meat hook, dead body**
3. Sponge Bearer: **soap, sponge, bucket of hot water**
4. Smuggler: **false bottom box, a disguise, a club**
5. Hangman: **noose, small sack**
6. Beef Twister: **sausage links, intestines, cleaver**
7. Clam Kisser: **small shovel, bucket of clams**
8. IronPuddler: **iron, hammer, tongs**
9. Soap Licker: **goats milk, flowers, homemade soap**
10. Moocher: **take one item from another peasant, lipstick**
11. Slab Stacker: **3 stone blocks, mortar, trowel**
12. Beggar: **an old hat, 3 shillings**
13. Yeast Producer: **a loaf of bread, yeast, bread knife**
14. Turnip Shepherd: **basket of turnips, seeds, trowel**
15. Mutt Maker: **litter of mutts, whip**
16. Snail Snatcher: **vial of purple dye, a bag of snails, hammer**
17. Flatulist: **bag of beans, loincloth**
18. Leech Collector: **jar of leeches, tweezers, vial of blood**
19. Tattle-Tale: **spyglass, list of rules, reading and writing skill**
20. Knocker-Upper: **long stick, small stones, whistle**
21. Rat Catcher: **a small but vicious dog, slice of cheese, club**
22. Poison Taster: **poison, remedy**
23. Moleskin Shaver: **bolt of leather, a sharp knife, oil, clump of fuzz**
24. Fermentor: **tiny barrel of beer, mash paddle, jar of yeast**
25. Fishmonger: **a large cod, a small haddock, a bucket of sardines**
26. Pauper: **tattered blanket, wooden bowl, moldy bread**
27. Nob Polisher: **wigs, scissors, glue**
28. Bone Cutter: **sewing kit, bonesaw**
29. Mugger: **stolen purse, a shiv**
30. Muckraker: **rake, cart, muck**
31. Rabble-Rouser: **torch & pitchfork**
32. Coal Heaver: **coal, pickaxe**
33. Poacher: **dead rabbit, bow, arrow**
34. Muffin Maker: **muffins, chef hat**
35. Hay Maker: **haysack, pitchfork, straw farmers hat**
36. Fence: **roll twice on oddities**
37. Cockfeeder: **a fighting rooster, protein rich bird seed, cage**
38. Ferret Weaver: **smelly animal furs, needle and thread**
39. Organ Legger: **an organ, scalpel**
40. Pettifogger: **fraudulent papers, reading and writing skill**
41. Worm Watcher: **jar of worms, soil covered spoon**
42. Mead Muncher: **mead, bag of hops, glass jug**
43. Parent: **child, heavy buckled belt**
44. Heckler: **sack of rotten tomatoes**

45. Groom of the Stool: **chamberpot, soap, horsehair brush**
46. Gambler: **loaded dice, dagger**
47. Pebble Peddler: **exotic collection of pebbles, a fancy sign**
48. Hinge Schlicker: **hinges, grease**
49. Scullion: **jug, pot, rolling pin**
50. Lice Keeper: **comb, jar of lice**
51. Fowl Snatcher: **cage, fowl, club**
52. Skin-stretcher: **hide, skinning knife, tanning rack**
53. Bone Grubber: **bundle of rags, femur bone, bone dagger**
54. Sewer Rat: **rusty dagger, assortment of dead rats**
55. Soil Sorter: **bag of soil, sifter**
56. Cow-tickler: **a cow, milk jug**
57. Toad Toucher: **three toads, a net**
58. Poultry Plucker: **a featherless chicken, bag of feathers**
59. Royal Fool: **cap n' bells, balls**
60. Crab Diviner: **two crabs, incense, bone knife, veil**
61. Drug Sampler: **a smattering of drugs, a childrens toy**
62. Fish-bender: **ten foot net, hook, fishing line, deboning knife**
63. Town Crier: **brass bell, an important letter from the king**
64. Armpit Plucker: **tweezers, scissors, perfume, armpit hairs**
65. Sweat Scraper: **damp cloth, barbers razor, bucket of water**
66. Mashmaker: **potatoes, masher**
67. Drug Dealer: **drugs, dagger**
68. Pig Chaser: **a small pig, jar of oil**
69. Prostitute: **makeup kit, dagger**
70. Bark Peeler: **bark, axe, knife**
71. Hoggard: **a large hog, staff, slop**
72. Pony Driver: **a pony, cart, whip**
73. Stench Sniffer: **nasal cream, an assortment of bad perfumes**
74. Grave Robber: **roll once on the loot the body table, shovel**
75. Onion Bagger: **onion sack, a hoe**
76. Mourner: **tissues, black clothes**
77. Flag-flinger: **a heraldic banner**
78. Gongfarmer: **night soil, spade**
79. Meat Beater: **meat, hammer**
80. Fake Scribe: **paper, ink, quill**
81. Freebooter: **iron helmet, spear**
82. Gravedigger: **grave stone, spade**
83. Drunkard: **bottle of booze, a shiv**
84. Vomit Collector: **vomit bin, apron**
85. Powder Monkey: **gun powder, eyepatch, cutlass**
86. Feather Fluffer: **feather pillow, a soft blanket, sleeping cap**
87. Sock Knitter: **socks, colored yarn, knitting needles**
88. Goat Guardian: **two goats, crook**
89. Ditch Digger: **a shovel**
90. Piss Prophet: **yellow stained smock, cup, tarot cards**
91. Vagrant: **sturdy boots, tobacco**
92. Shit-Stirer: **bucket of slop, stick**
93. Local Half-Wit: **-1 anxiety, +1 fragility. A heavy club**
94. Rock Getter: **basket of rocks**
95. Mudlark: **garbage sack, poker**
96. Bootjack: **boot, shoe, sandal**
97. Cheese Squeezer: **wheel of cheese, bucket, cheese cloth**
98. Bungled Bard: **instrument, muffin hat, fancy clothes**
99. Stick Finisher: **walking stick, whittling knife**
100. Serf: **+1 to one of your attributes**

Step 5:

Fears

Everyone has a fear, yours just might be weirder than most... Roll a 1d100 to receive three unique fears.

1. Empty houses, betrayal, traps
2. Flowers, old age, birds
3. Lifting, staring, darkness
4. Large objects, being stared at, walls closing in
5. Tornadoes, disappearing, blood
6. Irregular breathing, buttons, loose teeth
7. Monsters, small things, needles
8. Ghosts, losing yourself, talking
9. Nightmares, moving too fast, eating bugs
10. Losing teeth, giants, creepy crawlies
11. Living alone, forgetting names, loud noises
12. Numbers, lightning, skin bumps
13. Mice, blindness, empty rooms
14. Chairs, being crushed, basements
15. Wrong clothes, stairs, sitting still
16. Strangers laughter, being chased, clocks
17. Cracks, moving objects, zombies
18. Peeling skin, people staring, frogs
19. Losing control, sharp objects, masks
20. Cockroaches, long roads, drowning
21. Whispers, wet clothes, fleas
22. Hair loss, slime, maggots
23. Lice, needles, losing time
24. Death, empty bottles, sharks
25. Tangled hair, oceans, spilling food
26. Unusual objects, mountains, dirt
27. Abandonment, bridges, trees
28. Skin damage, starvation, holes
29. Alone, being late, eyeballs
30. Natural disasters, ice, tunnels
31. Shouting, lightning, graves
32. Aliens, darkness, failure
33. Strange animals, witches, poison
34. Waking up somewhere else, moths, flooding
35. Crowds, being followed, dogs
36. Pollution, not remembering, shallow water
37. Being ignored, snakes, bodies
38. Bright lights, the unknown, bees
39. Suffocating, wet shoes, webs
40. Quiet places, fire, clean clothes
41. Small spaces, broken windows, riddles
42. Lost objects, disease, thunder
43. Rats, footsteps, unable to speak
44. Chains, germs, old houses
45. Books, buried alive, tight knots
46. Insects, clowns, tattoos
47. Caves, giants, waking up late
48. Secret doors, coins, being caught
49. Dolls, rain, judgment
50. Explosions, hidden objects, things falling
51. Closed doors, ants, confrontation
52. Low ceilings, blood clots, silence
53. Spontaneous combustion, other people being sick, puppets
54. Things that slither, climbing, being touched
55. Night time, freezing, confusion
56. Deep water, being mugged, faces
57. Cities, spiders, storms
58. Bathing, choking, society
59. Nuts, imperfection, humanoids
60. Symmetrical things, plants, amphibians
61. Gravity, smelling bad, slopes
62. Ridicule, bright colors, snow
63. The passage of time, making decisions, cats
64. Insanity, demons, kids
65. Horses, knees, public speaking
66. Marriage, long words, cooking
67. Genitals, repeating numbers, medicine
68. consequences red, gaining weight, smells
69. Paper, shellfish, feet
70. Sleeping, wasps, wind
71. Sunlight, chickens, walking
72. Wagons, being ugly, fish
73. Fuzzy things, belly buttons, cheese
74. Gods, dryness, consequences yellow
75. Step-family, change, heat
76. Beauty, foreigners, moles
77. Tests, worms, decay
78. Learning, narrow things, cows
79. Fabrics, amputation, alcohol
80. Stutters, punishment, spirits
81. Moving water, consequences purple, love
82. Leaves, holidays, poverty
83. Nudity, fog, mushrooms
84. Clouds, glass, returning home
85. Folktales, waiting, raccoon's
86. Metals, memories, butterflies
87. Responsibility, dampness, travel
88. Writing, blushing, reflections
89. Bowels, stealing, hands
90. Toads, arrows, ruins
91. Ducks, looking up, opinions
92. Itching, onions, weakness
93. Statues, flutes, bogeyman
94. Dancing, cemeteries, high ground
95. Beggars, liquids, solitude
96. Defeat, vegetables, rope
97. Otters, poetry, tall skinny things
98. Success, mental illness, shadows
99. Technology, being injured, wooden objects
100. Rocks, sitting down, imprisoned

Step 6:

Ouch, You Got Hurt!

You made a mistake and now you got hurt. Roll a 1d100 to figure out how you got hurt!

1. You have the plague. **A live chicken & a dead chicken.** *Vicary Method^I*
2. You are so ugly it hurts. **A bag.** *Disturbed*
3. You have seen the kraken and lived to tell the tale. A suction cup scar. **A fishhook.** *Tall Tales*
4. You were mugged by a peasant. A black eye. **Give one of your items to another peasant.** *Retaliation*
5. You were **the rear end of a donkey costume**. A hunchback. *Galloping*
6. You have a really nasty hangnail. **Tweezers.** *Manicures*
7. You were nearly disemboweled by a boar. A nasty stomach scar patched with a piece of iron. **Boar Tusk.** *Iron Gut*
8. You were lost in the desert for weeks. **A Cactus.** Sunburn. *Hydration*
9. A bear ate your leg. **A wooden leg.** *Bears*
10. You were locked in a cage by a hag for years. **Unknown Elixir.** *Paranoia*
11. You accidentally cast your hand in solid iron. **A socket adapter for your fist.** *Iron Fist*
12. You've had a growth spurt! You are unnaturally tall. **Extra large shoes.** *From Above!*
13. You used a moldy rye to make a **hallucinogenic bread**. Stoned. *Baking*
14. You dream of adventure at sea. **A floppy hat and an eyepatch.** *Scurvy. Pirating*
15. You walked in a bush and are now covered in rashes. **A scratching stick.** *Itching*
16. You fell out of a window. A limp. **A crutch.** *Depth Perception*
17. You touched a dead body and got leprosy. **Concealing clothing.** *Careful*
18. You have frenzied night cravings. **A large stolen roasted turkey.** *Cravings*
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. You have mushrooms growing on your feet. **Mushroom knife.** *Psychedelics*
22. You have irritable bowel syndrome. **An herbal remedy.** *Urgency*
23. You ate a bad tomato and got mumps. **Bucket of rotten tomatoes.** *Throwing*
24. You have really waxy ears. **A candle.** *Wicking*

25. You started drinking, and never stopped. **Two bottles of mead.** *Alcoholism*
26. You lost your hand in an accident. **A metal claw.** *Machines*
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. You drank from **a dirty cup** and now have chicken pox. *Sneezing*
30. Your eyesight is failing you. **Cracked glasses.** *Bird Watcher*
31. You stepped in **a bear trap**, and now have a broken leg. *Trapping*
32. You got stuck in a Chimney. **A Broom.** A wretched cough. *Squeezing*
33. You fell into a tar pit, your skin is covered in sticky tar. **Tar.** *Sticky*
34. You were a body double, and were almost killed in an assassination attempt. An old stab wound. **A nice outfit.** *Sophisticated*
35. In a fit of madness you painted **a bizarre painting**. *Tortured artist*
36. You were pricked by a rose thorn. Lockjaw. **A red rose.** *Gardening*
37. You are a terrible smoker. Coughing. **Tobacco.** *Smoking*
38. You lost your arm in a milling accident and now pretend to be a disabled veteran. **A crutch.** *Medieval warfare*
39. You stared at the moon and the moon stared back. Lunatic^I. **Moonrock.** *Lunar*
40. You forgot to clean your ass and now you are chafing. **A tersorium^{II}**. *Wiping*
41. You're your own best friend. **A pocket sized mirror.** Psychosis. *Self-talk*
42. Your mother was a gorilla, you are half gorilla. **If your fragility is less than 4, you may increase it by 1.** **Large beetles.** *Aping*
43. There is an ankle high mud layer in your hovel. Ringworm. **Tweezers.** *Exfoliate*
44. You are mute. **You must communicate non-verbally.** **A whistle.** *Charades*
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 glowing rock.** Madness. *Guessing*
48. You are a neanderthal that recently unfroze from **a block of ice.** *Rocks*

^IMedical treatment where a chicken was strapped to a patients pustules

^ILunatic stems from the theory that lunar cycles have effects on our minds
^{II}A sea sponge attached to a stick

Equipment is bolded. Specials rules are red. Skills are italicized.
Afflictions are underlined. Conjoined terms are possible.

49. You bathe like a pig in mud. You believe it will prevent you from catching the plague. **A bucket of mud.** *Pigging out*
50. Your tongue was cut out after a poorly timed joke. **A tongue in a jar.** *Mumbling*
51. After falling madly in love with **a frog**, you developed facial warts. *Amphibians*
52. You peered into the future and saw jean shorts, pineapple pizza, and spiked hair. Traumatized. **Crystal ball.** *Seer*
53. You were subject to a mad scientists experiments. **Choose another peasant, they steal 1 attribute point from you, you both get a deep scar.** **A scalpel.** *Blood Pact*
54. You glimpsed the unfathomable. Madness. **Incense.** *Future Sight*
55. Your divorce was settled with trial by combat. **A broken heart** **A sack of bloody rocks.** *Divorce*
56. You are a wartorn veteran. PTSD. **A large knife.** *Knives*
57. You were lost at sea for 7 months. Dehydration. **Driftwood.** *Paddling*
58. The skirmishers used you for target practice. A limp. **A javelin.** *Dodging*
59. You caught a bad case of the sniffles. **Tissues.** *Nosey*
60. You are emotionally attached to a wooden sword named Excalibur, and you believe that you are a knight. *Heroism*
61. You stole **an eagle's egg**. Missing left eyeball. *Climbing*
62. You had a solo in the choir. Delusions of grandeur. **Finger cymbals.** *Singing*
63. You have an arrow lodged in your back. **Two fingers on a necklace.** *Amputation*
64. You were part of a runaway wagon accident. A small scratch **A wagon wheel.** *Wagons*
65. A jousting lance shattered and splintered, shooting wooden shrapnel into your torso. **A broken lance.** *Tourney's*
66. You lost all your teeth. **A bag full of teeth.** *Gumming*
67. You were stabbed by **a rusty nail**, you had to have your arm amputated. *Infections*
68. You are still a child. **A stuffed doll.** *Ignorance*
69. You are double jointed. **A small box.** *Contortion*
70. You were once a prospective knife juggler. A missing toe. **Juggling knives.** *Juggling*
71. You joined the flagellants¹. **A wooden plank.** A bone spur. *Piety*
72. You went to the market and made a trade. Missing pinky toe. **A piglet.** *Bartering*
73. Things just fade to black. Narcolepsy. **A pillow.** *Falling*
74. You are allergic to bees. **A bug net hat.** *Swatting*

¹Religious group during the Black Death. Famous for displays of self-harm.

Equipment is bolded. Specials rules are red. Skills are italicized.
Afflictions are underlined. Conjoined terms are possible.

75. You served as an archer in the war. Missing two fingers. **A cracked bow.** *Two Finger Salute¹*
76. You have the most spectacular facial hair. **Jar of wax.** *Grooming*
77. You tried to swallow **a handful of rocks.** You have Dysphagia. *Geology*
78. A witch turned you into an ox for 6 years. A taste for grass. **Bundle of grass.** *Moo*
79. A werewolf bit you and now you have actual uncontrollable lycanthropy. **An extra tunic.** *Ferocity (only as a werewolf)*
80. A dog bit you and now you have clinical lycanthropy. **A cow's femur.** *Howling*
81. After a history of hitting your head, you bought **an iron kettle helm.** Concussed. *Use Your Head*
82. You grew a bunion. **A crutch.** *Hopping*
83. You have tremendously powerful farts. **Two loincloths.** *Projectiles*
84. You don't feel so good. You have salmonella. **A raw chicken thigh.** *Meats*
85. You attempted to fly using **a pine and silk ornithopter.** A broken leg. *Flying machines*
86. Your father is a troll. A big nose and floppy ears. **A spiked club.** *Riddles*
87. You have a skin tag that can predict the weather. **A healing balm.** *Meteorology*
88. As a child you went to a pox party. **Choose another peasant, you both get Shingles and a small blanket.** *Partying*
89. You have third degree burn scars from punching a campfire. **Bucket.** *Firefighting*
90. You dug yourself out of a shallow grave. Unnaturally long nails. **Your own headstone.** *Digging*
91. You've never left home. Socially inept. **Stuffed Animal.** *Cloistered*
92. You were struck by lightning. Hair that always sticks up. **A comb.** *Fast*
93. You were raised by a pack of wolves. Really big nails. *Howling*
94. You have a strange accidental tattoo. **A bottle of swill.** *Regret*
95. Got the gout. **Itch cream.** *Gotcha*
96. You were treated as livestock in a gladiatorial arena. A trident stab wound. **Dull gladius.** *Instinct*
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. Your family is cursed with 99 years of bad luck. **A salt shaker.** *Misfortune*
100. Happy birthday, today is your 100th. **A wooden cane and a cake.** *Centenarian*

¹Rumors say the two finger salute originated at The Battle of Agincourt

Step 7:

Peculiarities 1

Peasants are peculiar. Roll a 1d100 to find something strange about your peasant.

1. Lucky duck! You've found **a lucky duck**, killing it lets you **reroll the dice**. *Ducks*
2. You met the Queen once. **A fancy cup of tea**. *Etiquette*
3. **You are haunted by the ghost of the most recently deceased celebrity**. **A golden globe**. *Acting*
4. You secretly work for the villain. Create a cover story. **If the villain wins, you win**. **A dagger**. *Betrayal*
5. You got lost in a library. **A child's book**. *Reading and Writing*
6. You are boring. **A stick**. *Boring*
7. You've won the wheelbarrow races 3 years running. **Leather Gloves**. *Handstands*
8. You are a chess prodigy. **Hand carved queen piece**. *Chess*
9. You swindled another peasant. **Swap one of your items with one from another peasant**. *Swindle*
10. You got to imitate the Baron during The Feast of Fools¹. **100 year spiced wine**. *Lordliness*
11. You were nobility of a lost kingdom. You have now gone into hiding amongst the peasantry. **A diamond signet**. *Pompous*
12. **You must speak in the third person and as if you're the main character**. **A mirror**. *Main character energy*
13. You have inherited a **70 year old sourdough starter**. *Kneading*
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. **Java beans**. *Workaholic*
17. You were raised by seven dwarves. **A beard**. *Singing*
18. You met the King once. **A map of the kingdom**. *Politics*
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 knocked the socks right off of them! **A pair of brown socks**. *Uppercuts*
23. You found **an apple pie** sitting on a window sill. *Pies*

24. When you were a kid, you faked being sick. **A doctor's note**. *Lying*
25. You escaped being eaten by a savage tribe of cannibals. **A dart gun**. *Toxins*
26. You dug up **a small locked treasure chest**. *Treasure Hunting*
27. Food was scarce. **Mystery meat**. *Cannibalism*
28. You got to play a shrubbery in the local theater. **Shrub costume**. *Plants*
29. You scaredy cat. **Roll for another fear**. **A stuffed animal**. *Hiding*
30. The inquisition kidnapped your family. **A stolen relic**. *Heretics*
31. Your bellybutton houses a small ecosystem with **a talking grasshopper**. *Botany*
32. You are on the hunt for Gertrude, your long lost pet chicken. **A net**. *Chickens*
33. You can't help yourself but to prance like a horse. **Bridle**. *Prancing*
34. You like to collect warts. **Choose another peasant, they gain an exotic wart**. **A box full of warts**. *Warts*
35. You met a pirate once, they gave you **a parrot and crackers**. *Knots*
36. You have **a daughter named Beatrice**, she is exactly like her mother. *Parenting*
37. You stole **a sterling silver teapot** from your grandma. *Disowned*
38. You were once possessed by an evil spirit. **The holy book**. *Exorcist*
39. You lost someone close to you. **A bottle of liquor**. *Drinking*
40. You persecuted a pig for homicide. **Gavel**. *Animal Law*
41. You are a fraud. **You are no longer skilled in your occupation**. **Small mirror**. *Faking it*
42. You time-traveled from a future full of science and technology. **A modern camera**. *Science*
43. You have hid in the woods for several years. **A moss shirt**. *Hermitage*



¹The Feast of Fools was a holiday where the social classes swapped places

44. You are the legendary tooth nabber. **Choose another peasant, they get periodontitis. Large pliers.** *Nabbing*
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 to turn into cheese. A bar of solid cheese.** *Cheddar*
48. Your chicken laid **an egg the size of a watermelon. A dead chicken.** *Omelets*
49. You are an identical twin. **Choose a peasant to be your twin, they gain one of your skills. Matching shirts.** *Comparisons*
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 peasant and give them a peculiarity of your choice.** *Gifting*
53. You have a fascination for human eyes. **A jar of eyeballs.** *Eyes*
54. You found **a fancy hat.** *Style*
55. You were born in a brothel. **A skimpy outfit.** *Stripping*
56. You met a traveling salesman. **Business cards.** *Marketing*
57. It was on sale! **A disturbing baby figurine.** *Thrifty*
58. You were inducted into the cult of the three eyed ram. **Ram embroidered robes.** *Fanatics*
59. You can divine someone's fate from palm readings. **A sprig of sage.** *Palm Reading*
60. You ransacked a nearby village. They called you a barbarian. **You gain an additional use of Peasant Rage. A fur pelt.** *Battle Cry*
61. You found **a stray cat named Bubbles.** They don't like you. *Animals*
62. You've won the goat show competition two years running! **A goat.** *Goat Tricks*
63. You escaped the law after a drunk escapade. **Bottle of beer.** *Distractions*
64. You met a wizard once! **A pointy hat.** *Magic Spells (All failures are complications)*
65. You ran away from home in search of greatness. **A faulty compass.** *Aspirations*
66. You make the best nicknames! **Replace up to 4 letters in another peasant's name, the old name is forgotten by all.** *Nicknames*
67. You narrowly escaped hanging. **Rusty scissors.** *Timing*
68. You believe you caught a fairy and are determined to have your wishes fulfilled. **A moth.** *Children's stories.*
69. You just got laid. **Nightwear.** *Flirting*

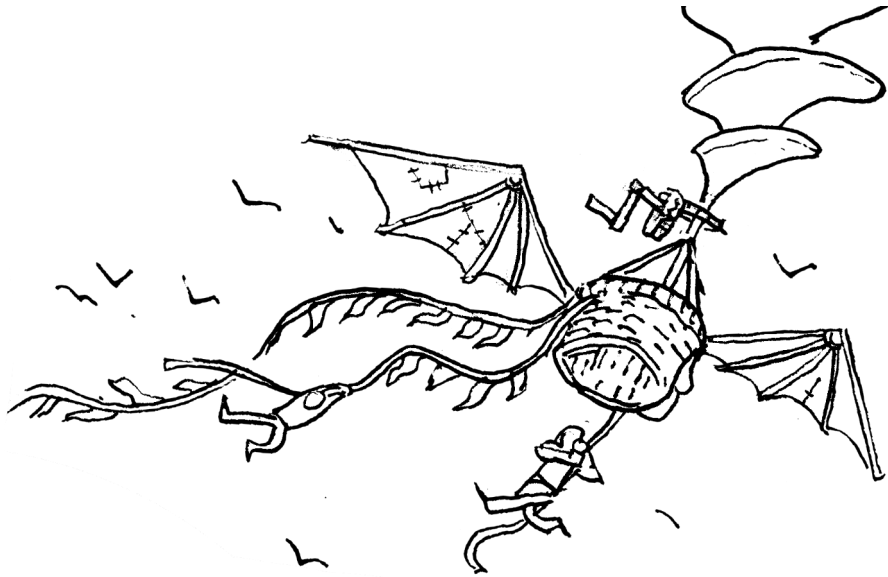
70. You picked through the bodies of a recent battle. **A broken kettle helm.** *Looting*
71. You spent a couple years in the independent wrestling scene. **Luchador Mask.** *Grappling*
72. You survived the plague. **Soup.** *Medicine*
73. You have a bitter rivalry with another peasant. **A tally stick. Choose another peasant, gain one of their skills. Both peasants must keep track of successes with that skill. Winner gets +2 dirt.**
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 had your fortune read by a seer. **You have a mysterious scroll.** *Skepticism*
77. You were given an invisibility cloak that only works if you truly believe. **A bedsheet.** *Belief*
78. Your home was destroyed by an earthquake. **Rope.** *Magnitude*
79. You're an expert shinty peasant. **Curved wooden stick and ball.** *Shinty^I*
80. You used to be the errand boy for a local lord. **Youth sized boots.** *Gossip*



81. It practically wants to play itself. **The Cursed Panflute of Feuchtwangen^{II}.** *Pipes*
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 disguised yourself as a monk and stole **a relic.** *Divine*
87. You explored the woods just over there! **A crude map of the woods just over there!** *Exploring*
88. You didn't pay taxes. **5 shillings and 3 pennies.** *Tax Evasion*

^I An old Scottish game similar to hurling or field hockey

^{II} A Bavarian city that roughly translates to "moist cheeks"



89. You have a **pair of shoes, they are not a good pair.** *Traveling*
90. You were abandoned on the streets. **A rat named Jimmy.** *Pickpocket*
91. You found a **rusty coin.** *Penny Pincher*
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. **Fart bag, tripwire.** *Pranks*
96. You lost a bet and ate **some worms...** you liked the taste. *Dirt*
97. You must protect your celibacy. **A chastity belt.** *Purity*
98. You are related to the villain. **A hat to conceal your face.** *Embarrassment*
99. You made a deal with a devil. **Design and discuss the terms of this deal with the GM.** *Signed in Blood*
100. Your fate is preordained by the gods. **You may alter the past or present once per game, but your character must die.** *Foreboding*

Step 8:

Peculiarities 2

You thought you'd get off that easy? Roll another 1d100 to find another strange thing about your peasant.

1. You married your cousin. **Choose another peasant to be your cousin, each of you gets a gold wedding band.** *Marriage*
2. You've never been cleaner. **Demonic Washboard of Morski Pes¹.** *Washing*
3. You have **5 doll-hairs.** *Thrifty*
4. Aww fiddlesticks. **Broken pair of fiddlesticks.** *Folk Music*
5. You've been collecting **baby teeth** in the hopes of cashing them in. *Fairies*
6. You gave a friend a strange gift. **Choose another peasant and give them an oddity of your choice. Wrapping paper.** *Eccentric*
7. You were recently widowed. **A key to an empty home.** *Hindsight*
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 judged a cow thief trial. **Powdered wig, Gavel.** *Law*
11. You like to streak in crowded streets. **Give your tunic to another peasant. rubbing oil.** *Brisk*
12. Your parents died in the war. **A broken sword.** *Grief*
13. Your baking is so horrid that you made **a cupcake possessed by a demon.** *Hellish Baking*
14. You tried to warn them, but they didn't listen. **A sign that says DOOM!** *Doom*
15. Your favorite cow Bessey died recently. **Pounds of beef.** *Love*
16. You blatantly work for the villain, except nobody believes you. **If the villain wins, you win. Evil minion attire.** *Maniacal laugh*
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 met a Knight once. **Rusty Iron Gauntlet.** *Swords*
19. 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*

¹Slovenian word for "sea dog" or "shark"

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 possess **The Gilded Chamber Pot of Buslätt¹.** *Cleanliness*
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. Your mother was a seamstress. **A pretty shirt.** *Fashion*
29. You have **a puzzle with one missing piece.** *Puzzles*
30. People didn't believe you were strong, so now you carry **a log** to prove them wrong. *Strong*
31. You entered a forbidden crypt. **A human skull.** *Burial rites*
32. You lived under a bridge. **A small pouch with 3 shillings and a penny.** *Riddles*
33. A merchant took pity on your demeaning attire. **Trousers and a blouse.** *Self-loathing*
34. You made friends with **a squirrel** and live in a tree. *Acorns*
35. You were part of a traveling band. **An accordion.** *Music*
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 lost half your name in a bet. **Remove half the letters in your name rounded down. 2 shillings.** *Integrity*
43. You are the revolution leader, destined to usurp the tyranny. **You have a follower.** *Conspiracy*
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 are a hopeless romantic and are easily infatuated. **A bouquet of roses.** *Romance*
48. You enjoy feeding birds, **unbeknownst to you a flock of starlings have begun to worship you as a god. Bread.** *Birder*

¹A Swedish hamlet that roughly translates to "extremely easy"

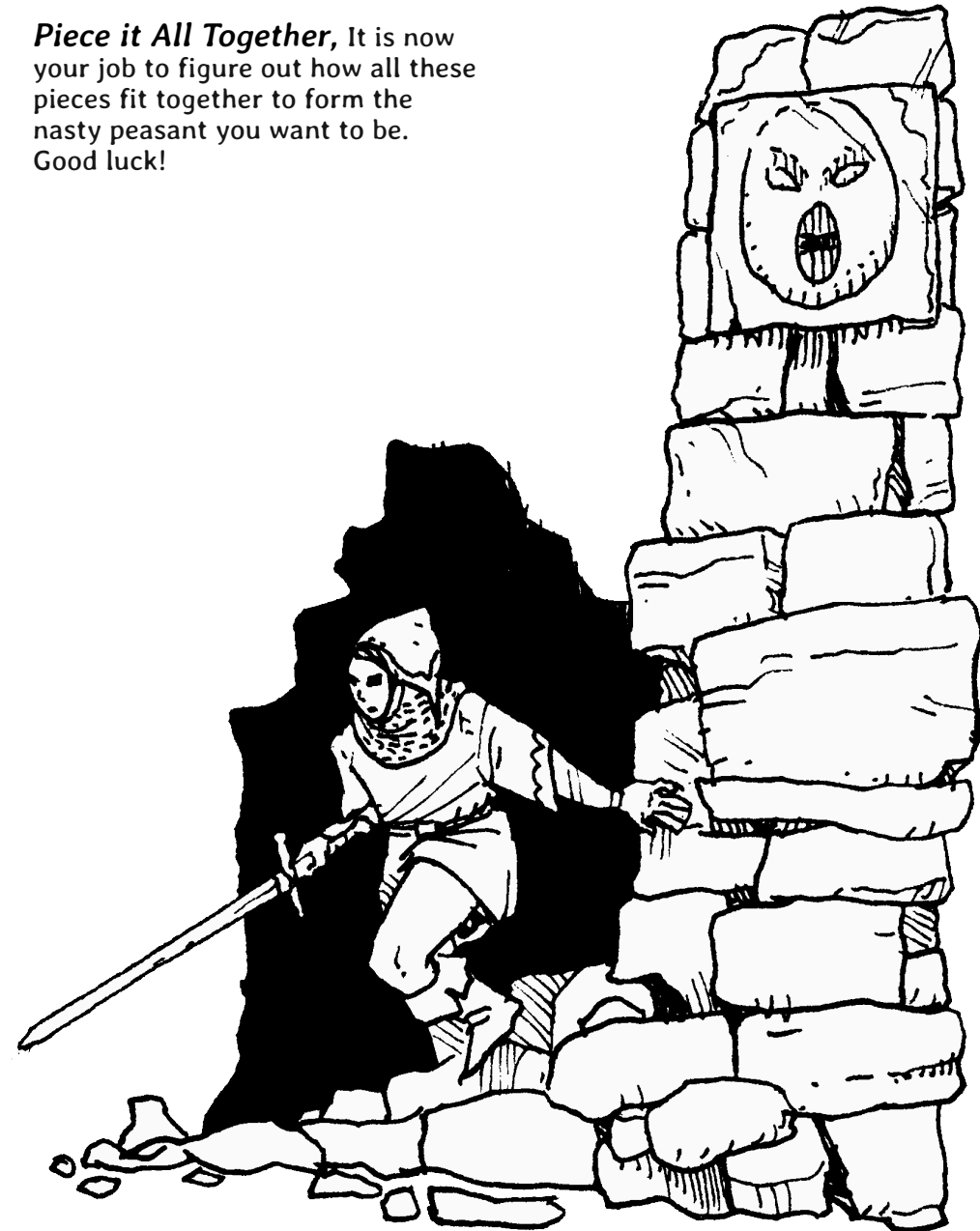
49. You stole **a very large and ornate codpiece** off a nobleman. *Packing*
50. You are pretending it's your birthday. **A birthday cake and hat.** *Festivities*
51. Every plant you touch seems to die. **A wilted potted plant.** *Black Thumb*
52. A rotund man in a red suit brought you **a wrapped gift.** *Holiday*
53. You believe the planet is flat. **Wood toys of geometric shapes.** *Flat Earth Theory*
54. You have been growing **opium poppies** in your hovel secretly. *Drugs*
55. You were banished from your village. **A hobo sack.** *Outcast*
56. Your grandfather was a fisherman. **A fishing pole.** *Storytelling*
57. You were born in darkness and have a tragic backstory. **Black makeup.** *Goth*
58. You owe considerable debts. **An empty coin pouch.** *Gambling*
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*
63. All your crops died during the blight. **Some moldy potatoes.** *Farming*
64. You got into a flyt over **a rather exquisite hat with a plume of feathers.** *Flyting*
65. You survived the massacre of Złe Mięso. **The bloody sickle of Złe Mięso¹.** *Frantic*
66. You won a fight, in the pouring rain, elbow deep in mud, using **a bloody rock.** *Down and dirty*
67. You share the same birthday as another peasant. **Choose another peasant, you both get a piece of cake.** *Celebration*
68. You have typhoid, but are asymptomatic. **Choose another peasant and give them a bowl of soup and Typhoid.** *Cooking*
69. You've been hard at work weeding the garden. **A dirty hoe.** *Hoeing*
70. You helped care for victims of the plague. **A jar of leeches.** *Humor*
71. You prayed to the gods for good fortune. **An idol.** *Pantheon*
72. A tsunami pulled your entire village into the sea. **Driftwood.** *Floating*
73. You have **a son named Timmy,** he bullies you. **Gain Timmy as a fear.** *Family*

¹A Polish village that roughly translates to "bad meat"

74. You were abducted by aliens. **A probe.** *Aliens*
75. As a child you worked in the coal mines. **A lump of coal.** *Mining*
76. You enjoyed a beautiful day of flower picking. **Dandelions.** *Frollicking*
77. You stole from a haberdasher. **A very silly hat.** *Silly*
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 found a **beehive with a cork in it.** *Honey*
81. You saw a magic show once. **Playing cards.** *Magic Tricks*
82. You traded a cow for a **handful of mysterious nuts.** *Folklore*
83. You almost drowned... twice. **A flask of seawater.** *Sinking*
84. Things just haven't been the same since the flood. **Paddle.** *Boats*
85. As a child you fought in an underground child wrestling ring. **A small champion belt.** *Wrestling*
86. You sing songs from the tops of great mountains. **An ibex.** *Throat singing*
87. You returned from the valley of no return. **A walking stick.** *Arthurian legend*
88. You had your fortune read, it didn't look good. **A rabbit's foot.** *Intuition*
89. You've grown numb to the carnage of the world. **If your Anxiety is less than 4, 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 are being followed by a murder of crows. **A scarecrow.** *Murder*
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 4, you may increase it by 1. A fruit, a veggie, and a grain.** *Nutrition*
95. You are forced into marriage. **A fancy outfit.** *Reluctance*
96. You found a **shiny guilder.** *Luck*
97. You are a notorious cow tickler. **Cowbell.** *Tickling*
98. You have the saddest puppy dog eyes. **If your Nasty is less than 4, you may increase it by 1. A tissue for tears.** *Begging*
99. You have captured **the very last dodo bird in existence.** *Exotic*
100. A witch cursed you to live in another's shoes. **Trade characters with another peasant and then gain a pair of shoes.** *Introspection*

Step 9:

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 Character

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 assigned my attributes as follows: Anxiety 4, Nasty 3, Illness 1, Fragility 2 (it got boosted to 3 on step 6)

Step 4: Occupation: I rolled a 4: Smuggler: **false bottom box, a disguise**

Step 5 Fear:
I rolled a 57: Cities, spiders, storms

Step 6 Ouch, You Got Hurt!:
I rolled a 42: Your mother was a gorilla, you are half gorilla. **If your fragility is less than 4, you may increase it by 1. Large beetles.**
Aping

Step 7 Peculiarities 1:
I rolled a 9: You swindled another peasant. **Swap one of your items with one from another peasant.**
Swindle

Step 8 Peculiarities 2:
I rolled a 47: You are a hopeless romantic and are easily infatuated.
A bouquet of roses. Romance

Step 9 Piece it All Together:
Wow, Shinkles has led quite a life. For the most part it looks like 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.



PEASANTRY

NAME Shinkles		DIRT	
OCCUPATION Smuggler		SKILLS Swindle Romance Aping	
FEARS Cities, spiders, storms		PORTRAIT	
ANXIETY 4			
ILLNESS 1			
FRAGILITY 3			
NASTY 3			
AFFLICTIONS		ABILITIES	
1 Half-Gorilla		REROLL	○○○
2		KLEPTO	○○
3		PEASANT RAGE	○
4		BLAZE OF GLORY	
BACKSTORY & NOTES		EQUIPMENT	
You swindled another peasant		Biggin cap Tattered tunic	
You are a hopeless romantic and are easily infatuated		Swindled rusty fork Large beetles	
Your mother was a gorilla, you are half gorilla		Bouquet of flowers A disguise	
		False bottom box	
PENNIES 3 SHILLINGS		GUILDERS CHICKENS	



Equipment & Loot

Currency

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

Chicken bartering value included.
 Taxes are 3/10ths of income.

Generic Equipment

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

Weapons

Crude	1S	8
Simple	5S	20
Advanced	2G	80
Legendary	20G	800

Armor

Crude	7S	50
Simple	2G	125
Advanced	12G	700
Legendary	35G	2,000

Vehicles

Personal	5S	20
Small	5G	300
Medium	40G	2,500
Large	500G	25,000
Gargantuan	2,000G	100,000

Magic

Common	5S	20
Uncommon	3G	200
Rare	15G	1,000
Legendary	50G	3,000

Property

Shed	1G	75
Hovel	10G	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

Lodging

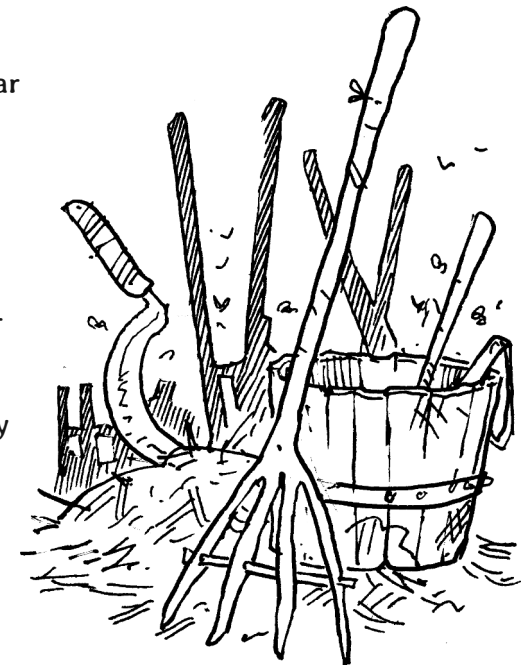
Poor	2P/Day	2/Day
Decent	1S/Day	10/Day
Fancy	1G/Day	50-75/Day

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 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. 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. Pair of trousers where the contents of the pockets swap
7. A spoon that doubles as a fork
8. A fish bone necklace
9. Genie lamp of cheap wishes
10. A stick that always points the same direction when dropped
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.
15. A pouch of salt that makes any food taste like dirt.
16. Dagger of indiscriminate return
17. A rabbit that always finds its way back into your hat
18. A small meshed cage full of flies
19. 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
23. Jug with a quick release bottom
24. A skeletal hand that clenches and when the pinky is pulled
25. A mask of 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 double spined book
30. An egg as hard as iron, movement can be heard inside
31. A six-sided die that provides vague truths about the world
32. A perfume with a thumb inside
33. Hourglass that keeps track of the exact time you request it to.
34. Flute that plays like a harmonica
35. A clamshell with an eyeball growing inside
36. Skipping stone that never stops
37. A stone that whispers secrets
38. An anklet that is only visible in moonlight
39. A spider with nine legs that weaves tapestry's
40. A recently cooked kabob of a moth, spider, frog, snake, and a small falcon
41. Tunic of unusual proportions
42. A drum made with a cow udder
43. A false bottom drinking glass
44. A lollipop in the shape of a skull
45. A basket that occasionally has new strange fruit inside
46. 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 peasant names a mundane item and the tool gains its properties.
51. Animal tail bracelets
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. Socks that slip 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. Arrow that never loses velocity
59. A small urn filled with cookies
60. Rope that only tangles more
61. A heart that still beats
62. Candle that grows 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. Music box with spooky lullabies
68. Boots with toe holes
69. Neverending peppermint candy
70. Scroll case filled with sliced potatoes
71. Sequin gloves with extra fingers
72. A belt buckle that blinds foe's
73. Crossbow that fires three bolts
74. Flower that blooms in torchlight
75. Marionette 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. Worm that crawls up your nose
80. A potion that swaps a random attribute with another peasants
81. A painting where the art changes every few days
82. A crumpled paper with varying sketches whenever its unfolded
83. Three mice that fake blindness
84. An aluminum can
85. A set of dice that rolls poorly for it's owner but exceptional for anyone else
86. A knife that can cut through any metal, but nothing else
87. Thousand year old mulberry wine. Stopped by a iron cork
88. A foldable stool
89. A porcelain pitcher with engravings of the afterlife
90. A quill that lets you write, but takes away the ability to read
91. Crutch made from broken bones
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 wont bounce or roll
96. Eyeball earrings that stare
97. A horseshoe that tames horses
98. Book with moving illustrations
99. A glass nose with flared nostrils
100. One hundred assorted nuts in a jar. A label reads "do not eat"



Bestiary

Running Creatures

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

Creatures and monsters in Peasantry are designed to be rule-lite and narrative heavy. The majority of their stat-blocks focus on the story of how a creature works, rather than the mechanics. With that in mind, the mechanics that are included should be used at the GM's discretion. Some GM's may choose not to use any of the rules provided; that is okay.

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 peasants and GMs to take a narrative approach to combat. Allow the peasants successes and failures to drive the story forward. If the peasants 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 peasants could be failing a lot, leaving them vulnerable to more attacks from the creatures. Use your intuition to interject the creatures into the narrative. Just ensure that each peasant has opportunities to respond and take action within the story.

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 generally defeated. Successes need not be directly combat related to reduce HP.

Weakness: Some creatures have specific weaknesses. When their weakness is exploited they lose two HP rather than one. In cases where HP would not be reduced, peasants instead receive advantage on checks that exploit a creatures 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 would die, and it only triggers once

Belligerents

This section of the bestiary focuses on other commoners and peasants just like you.

Bar Bully

Description: Some drunk picking fights at the bar. They are big and dumb as rocks. They don't like your face

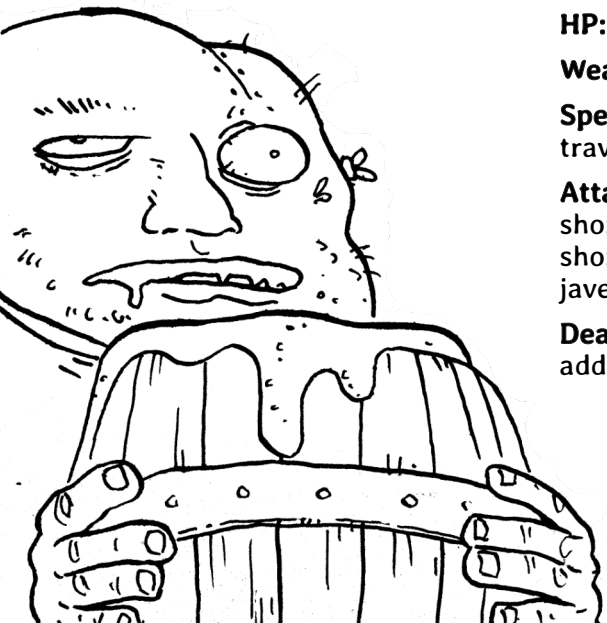
HP: 2

Weakness: A free drink

Special: Peasants must pass an illness to avoid being knocked out

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

Deathrattle: They are too inebriated to feel pain and fall unconscious rather than die



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, a tight tunnel only a child could fit through

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

Cannon Fodder

Description: The grunts of any good fighting force. Town guards, 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, poleaxe, dagger, shortbows, nets, caltrops, mace, javelins, and strength in numbers

Deathrattle: Roll 1d6, on a 6 an additional Cannon Fodder 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 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 is 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: 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 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 peasant, they miraculously escape via puff of smoke, cardboard cutout, trapdoor, 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 treasure smuggled into your pocket

Deathrattle: They wave a white flag "it was only a prank!"

Knee Breaker

Description: A muscular well dressed debt collector with slicked back hair and a rather large club. Pay or say goodbye to your knees

HP: 3

Weakness: Debt forgiveness plans

Special: Impossible to outrun

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 (6HP) is defeated.

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 forgotten god

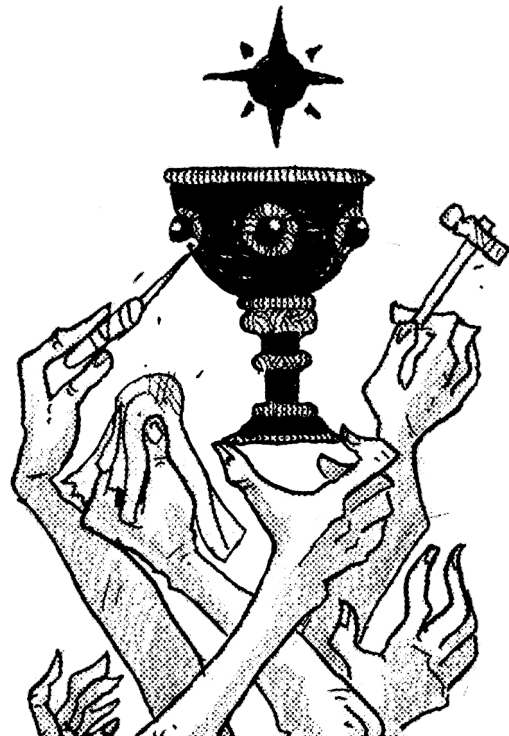
HP: 1

Weakness: A sacrificial heart

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

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

Deathrattle: They bleat like a goat



Mad Scatter

Description: Plagued by the lymeric madness of a demon, the Mad Scatter must scat to survive. Their forked tongue spits infernal words of power, sowing chaos through scat

HP: 4

Weakness: Structure and form

Special: If anyone stutters or cannot decide what to say or do, that Mad Scatter will attack!

Attacks: Dibby-doh-bop, Ski-da-da-do, Zippity-do-wop, Dappa-dap-dap, Shoo-bop-a-lu, Skiddly-de-de, Swippity-sa-wop-bop, Bobble-de-boop, Skeedle-weedle-beedle

Deathrattle: Whoever slays the Mad Scatter is cursed to continue scatting for the rest of the game. Disadvantage if they dont

Old Kook

Description: A greedy peasant just like yourself. They will mug you

HP: 2

Weakness: Taxes

Special: Dirt in the eyes! Each peasant rolls with their eyes closed and guesses if they succeeded. If wrong, they suffer a complication.

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

Deathrattle: They feign death, wait for you to get close, then attack!

Pit Fighter

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

HP: 3

Weakness: Regulated events

Special: If 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 fierce kick to the knee that hyper extends the joint or even causes the bones to break

Deathrattle: Against all odds, they stand up one last time with 1 HP



Top Brass

Description: Leader of the Cannon Fodder. They are smarter, stronger, and meaner. Born into the slums, they fought their way to the top. They could be the Bandit Leader, Military Officer, Pirate Captain, etc.

HP: 4

Weakness: Bribery

Special: If a peasant rolls a 6, Top Brass summons 1d6 Cannon Fodder

Attacks: Commanding strike, intimidating authority, evasive maneuvers, resolute rally, tactical awareness, unbreakable morale

Deathrattle: All nearby Cannon Fodder 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! If a peasant rolls a 2, the veteran disappears to setup an ambush 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 is rigged with explosives!