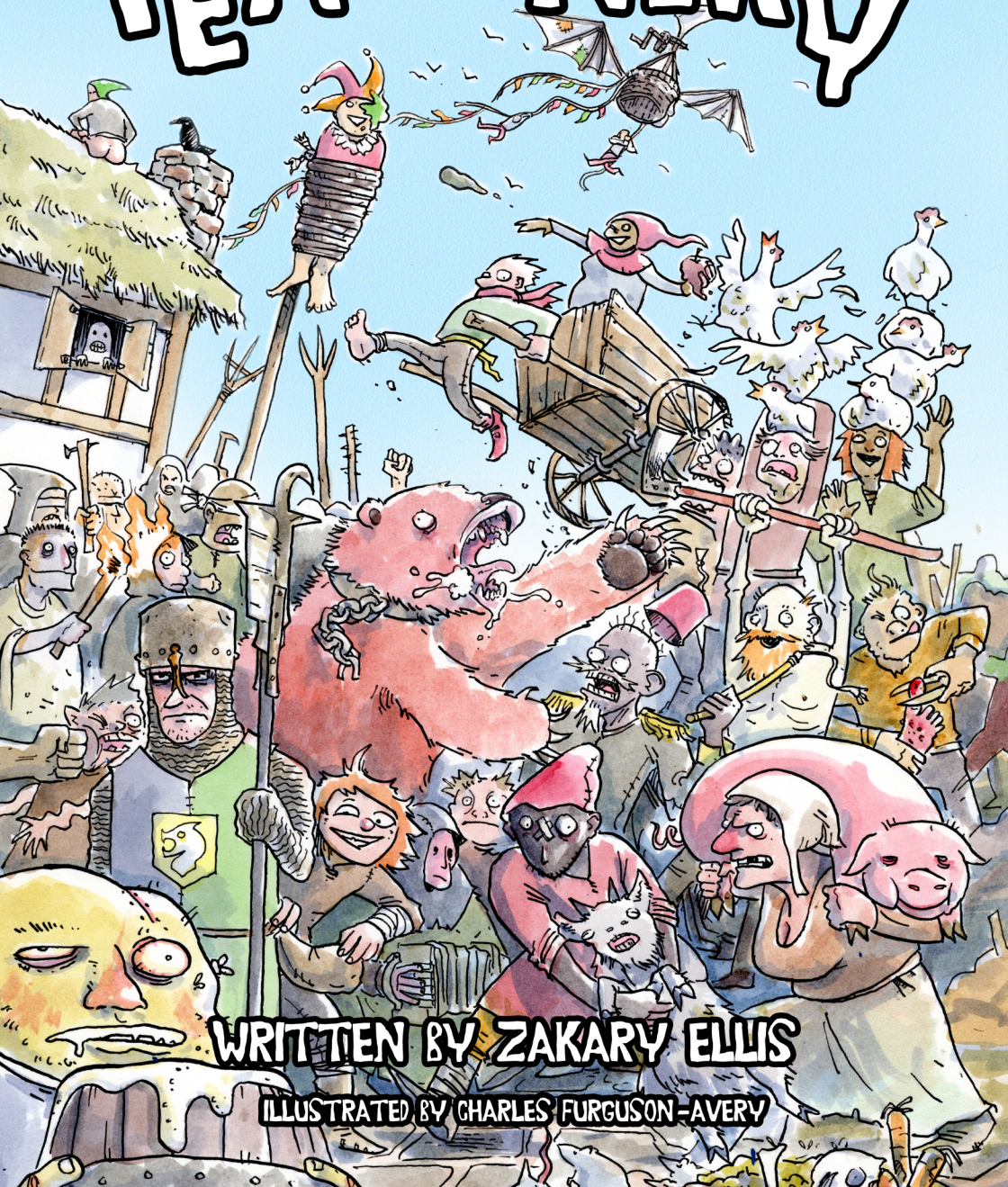


PEASANTRY



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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 as horrible peasants 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, warts, 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

TTRPG's in Brief

Tabletop role-playing games are a form of cooperative storytelling guided by board game-like rules. In Peasantry players will share the story of ridiculous peasants in a weird fantastical world. To play, players will need to take on one of two different roles:

Peasants: horrible little humans riddled with infectious diseases and traumatic history's. Players who take on this role will work together with other peasants to overcome terrible odds, challenges, monsters, diseases, and ultimately themselves. At the same time they will be competing against each other for the title of FILTHIEST PEASANT, which is earned by making other players laugh.

Game Master: a challenging and rewarding role recommended for those with prior TTRPG experience. The GM is simultaneously the narrator, rules referee, director, writer, and thespian. Among all these different hats their primary goal is to foster an environment where all players can have fun.

One-Shots

Peasantry is designed for one-shot adventures. One-shots are usually designed to be played in one or two sittings, with a short plot, several encounters, and a small cast of non-player characters (NPCs). See Running the Game (page 55) for advice on building one-shots.

What You Need

You will need 3-5 peasants, a game master (GM), a six sided die (1d6), two ten sided dies (1d10), pencils, scrap paper, and character sheets.

Gameplay Basics

Describe: The GM sets the scene by describing the world, narrating the story, and introducing NPC's. In return, players explore the world by asking questions, talking with NPC's, and roleplaying their peasants.

React: Players engage with the story by having their peasants take action. Actions can be anything from opening a door, attacking an enemy, or strapping a feral chicken to a catapult! The GM will then describe how the world reacts, for example, the city guards may not appreciate improvised poultry weaponry...

Resolve: When an action carries a risk of failure, the group uses the rules in this book to determine what happens. This is usually done by making a check. Easy everyday actions like opening an unlocked door don't need a check. If you find a situation not covered by the rules, make a new rule!

Repeat: Continue this loop to create a chaotic, hilarious story your peasant ancestors would be proud of. Remember that the GM and players all share the story together. The game ends whenever the story reaches a suitable finale.

Normal Check

Whenever a peasant attempts a risky action, the GM may call for a normal check to determine the success or failure of the action.

To make a check, first calculate the target number (TN) by taking the most relevant attribute score and adding any skill bonuses. Then roll a d6, rolling:

Less or equal-to the TN is a success.

Greater-than the TN is a failure.

A six is a fumble, which always fails and causes a complication.

Contested Checks

When two peasants take opposing actions, they each make a normal check. Rolling a 6 does not cause a complication for contested checks.

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

If only one succeeds that peasant wins, and their action succeeds.

If both fail they suffer a conjoined complication.

Assisting Checks

Peasants working together must each make a check. If at least one peasant succeeds then the task is a success! However, if anyone rolls a 6 then the check fails and they suffer a conjoined complication.

Many hands make light work, but too many cooks spoil the broth...

Group Checks

When a task is too large or risky for a single peasant, the GM may call for a group check. The GM sets a required number of successes, usually 2 or 3. Each peasant may contribute once by describing their action and making a normal check. If any player rolls a 6 it causes a group complication. If the group doesn't reach the required number of successes, the check fails.

Success & Failure

Before any check is made, the GM and players should have clear expectations on what success and failure look like. Heres an example:

Success should lead to a clear, desired outcome for the peasants.

Failure should result in a logical setback, cost, or penalty.

GM's are encouraged to hint at what "could" happen on a failure.

Complications

When a 6 is rolled, an unexpected complication occurs. Each peasant writes a complication and submits it anonymously to the GM. The GM picks one or more to take effect.

For every idea chosen, the peasant who wrote it earns +1 Dirt.

A complication can be anything that makes the game more difficult, silly, or interesting. Peasants! This is your chance to mess things up! Force your friends to play with new rules, or completely derail the GM's plans!

Pandora's Box

What's in the box? What's behind the door? The unknown is exciting and mysterious. 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.

This is a useful tool for the GM when you don't know what happens next.

Impossible Actions

Some actions may be impossible. A peasant who never learned to read or write cannot learn to read by rolling well on a check. In such cases, the check would simply fail, rather than requiring a roll.

GM's should reserve this rule for only truly impossible tasks.



Skills

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

Remember to haphazardly roleplay your skills! Acting like a filthy peasant is half the fun!

Equipment

Equipment is primarily used as fuel for the peasants imaginations and as tools for their adventure. Items inspire creative problem solving and support the wild plans peasants come up with.

Some tools may enable actions that would otherwise be impossible. For example, chopping down a tree with your bare hands is unrealistic, but if you use an axe, it becomes a viable option.

Occupations

A peasant's occupation represents their primary job and functions just like a skill. Additionally, the player gets to decide what their occupation actually covers. What does a poultry plucker even do? Well that's up to the plucker. Be creative, be ridiculous, and make it your own.

Desperation

Desperation represents the peasants fluctuating luck. The party's desperation score starts at 3 and changes everytime you roll desperation. Whenever you need to answer a question that is based purely on chance, roll 1d6.

Rolling equal to or less than the Desperation score results in a positive/desired outcome.

Rolling greater than the desperation score results in a negative/undesired outcome

Rolling a 6 results in a strange and unexpected outcome, which is decided by the Pandora's Box rules.

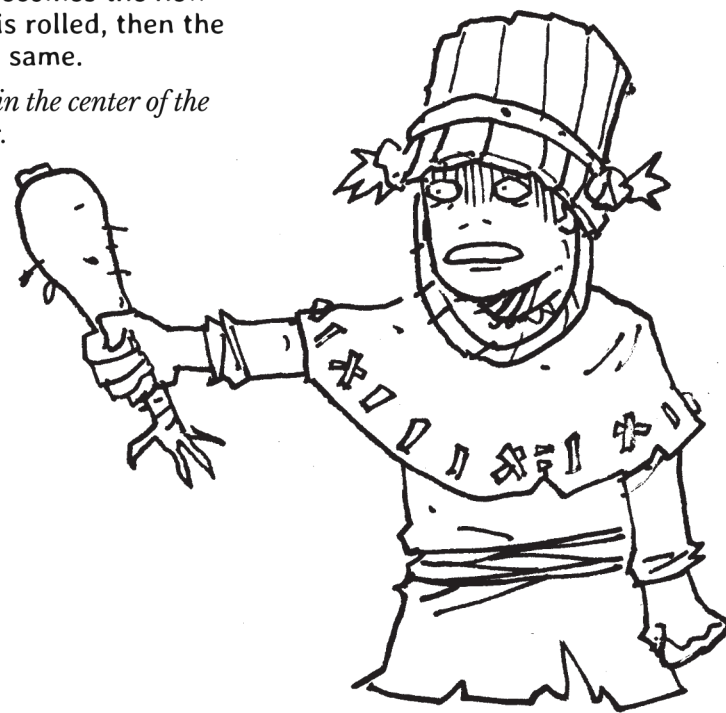
Regardless of the outcome, the most recent roll becomes the new score. Unless a 6 is rolled, then the score remains the same.

Having a giant d6 in the center of the table is good for this.

Fears

Peasants are horribly anxious creatures who harbor silly (sometimes irrational) fears. Whenever a peasant is confronted by their fear the GM may ask the peasant to make an anxiety check to avoid an irrational response. For this check, all failures result in a complication. After a Peasant has faced their fear, they will be immune to it for an undefined amount of time, as determined by the GM and players.

In general, you don't want to be rolling fear checks every second of the game. Just include it when it makes sense and adds to the humor of the scene.



Afflictions & Death

Afflictions represent the various diseases, injuries, conditions, and curses a peasant might suffer during their short, miserable life. As afflictions stack up, peasants grow bitter, angry, and reckless. The closer they are to death, the more dangerous they become. Here's how it all works:

Damage: Whenever a peasant is attacked, poisoned, crushed, driven mad, or otherwise harmed, they gain an affliction. Peasants have four affliction slots, filled in order from 1 to 4. If a peasant would gain a fifth affliction, they die or permanently lose control.

Healing: A peasant must rest for a week or use medicine to recover from an affliction, then make a nasty check. Success and it's cured! On a failure it worsens and spreads to the next slot. Some afflictions may be permanent.

Abilities: Each affliction slot comes with a powerful ability, usable a limited number of times:

1. Gamble: When you fail a check, the GM describes the consequence. Raise the stakes by explaining how things will go even worse if you fail again, then reroll. *Two uses.*

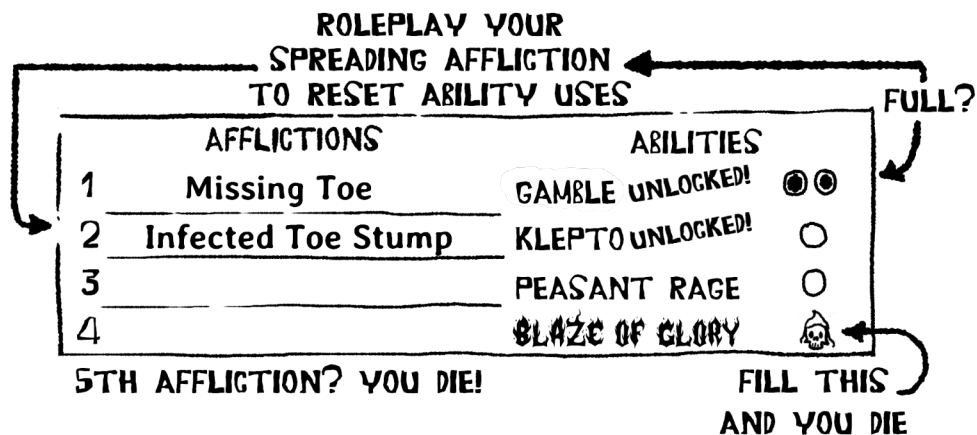
2. Klepto: Gain a small item no larger than a watermelon. *One use.*

3. Peasant Rage: Automatically succeed on your next check, but there is a complication. *One use.*

4. Blaze of Glory: Do one glorious, stupid thing then die. *Gain +1 Dirt.*

Spreading Afflictions: Between checks peasants may roleplay a worsening affliction. If they do, reset all used abilities and fill the next slot with a worse affliction.

Death: Dead peasants can still write complications and earn Dirt. If death occurs early in the game, simply roll up a new peasant and carry over the dirt points.



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 of them all. 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.

Important Note: Dirt is inherently competitive, but the real goal is to make everyone laugh while still muddling through the adventure together.

Tie Breaker: Tied peasants must have a flyting contest (medieval rap battle) consisting of 3 bouts. All other peasants and the GM will judge the contest and choose a winner. See Flyting & Ridicules (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.



Overview

Sometimes things get chaotic and violent, and the only thing left to do is throw hands and stab things with pitchforks. When this happens the game shifts into combat. While the core mechanics work the same, combat introduces a few additional rules for sharing turns and overcoming enemies.

Spotlight Initiative

There is no strict turn order in Peasantry. Instead, the GM controls a “spotlight,” passing it around the table based on pacing, drama, and player engagement. Whoever has the spotlight gets to take actions and shape the story until it naturally shifts to someone else. Here are some guidelines for managing the spotlight:

1. Ensure each player gets adequate time in the spotlight.
2. Players can share the spotlight and work together, but the GM should ensure no one steals focus from others.
3. It doesn't matter how many checks, actions, or lines of dialogue a player takes; it's about what they accomplish during their spotlight.
4. The spotlight should move after a meaningful or dramatic event occurs; like gaining an gruesome affliction, slaying a foe, falling off a cliff, or mounting a dragons back.

Defeating Enemies

Enemies only need one solid hit to be defeated, but most enemies are protected by armor. Armor is a narrative device that protects the enemy from harm, such as flight, a swarm of minions, magical wards, or thick hide. As long as a specific armor is active, any action it would logically prevent automatically fails.

To defeat an enemy, peasants must either break each armor one at a time or come up with a clever way to bypass all of them at once. Once all armor is out of the way, a single strike usually finishes the job.

Be careful, some enemies have powerful abilities that trigger upon death, they are called deathrattles.

Types of Enemies

Peasantry has two main types of enemies to be encountered:

Minions, are small and easily slain creatures. They are often found in groups or in service of a boss. They have no armor and are slain in a single hit. Killing multiple at the same time is possible.

Bosses, are tough and dangerous foes. They are usually encountered alone, or with several minions. They have multiple armors. Once all of a boss's armors are broken, the peasants may attempt a final killing blow. Sometimes it can be fun to use

Pandora's Box can be a great way to determine how a boss is defeated.

Enemy Actions

Enemies don't take turns. Instead, they act whenever a peasant fails a check or fails to respond quickly enough. When this happens, the enemy immediately advances its goals by dealing damage, casting spells, gaining armor, creating obstacles, or moving forward with their plans.

Enemy actions automatically succeed, so peasants do not need to make separate checks to defend or avoid them. Enemy actions essentially function like setbacks triggered by the peasants failures. Which means that succeeding the first time is very important.

Just like checks, make sure the peasants and the GM have clear expectations on what success and failure look like in the context of combat. Peasants should be very aware of how dangerous failure can be when fighting enemies. GM's are encouraged to telegraph enemy actions.

Peasant Ingenuity

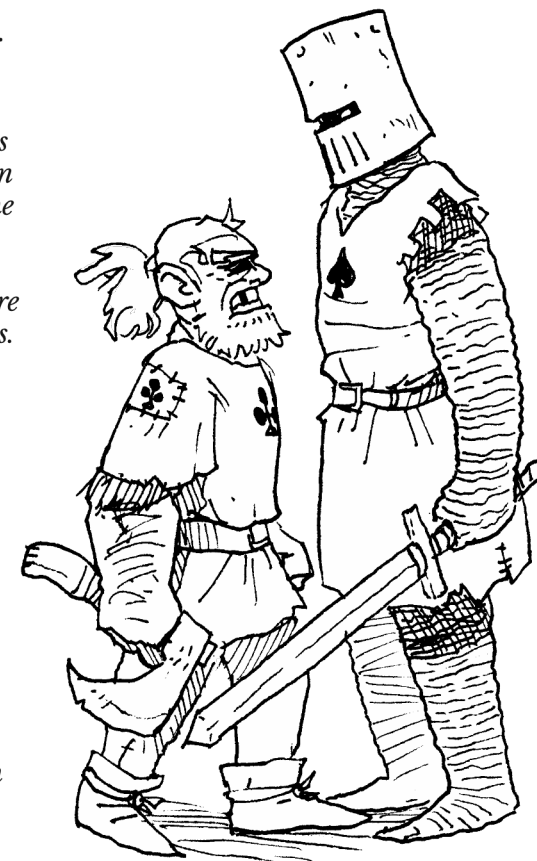
Remember that peasants are not trained fighters, they are scrappy, desperate, and horribly inventive. Tying a rope to a chamberpot and swinging it like a flail is far more in spirit than simply attacking with a club.

This is mostly an encouragement to peasants to roleplay being peasants. The dice mechanics rarely advantage one playstyle over the other, so go with the funnier one.

Narrative First

These combat rules and guidelines are provided to create structure for gameplay. But they should not get in the way of the story. Focus on vivid descriptions and exciting moments first and foremost, the rest will figure itself out.

If you don't like the rules, simply break them or invent new ones. Use whatever method is going to make the game more fun for you and your friends.



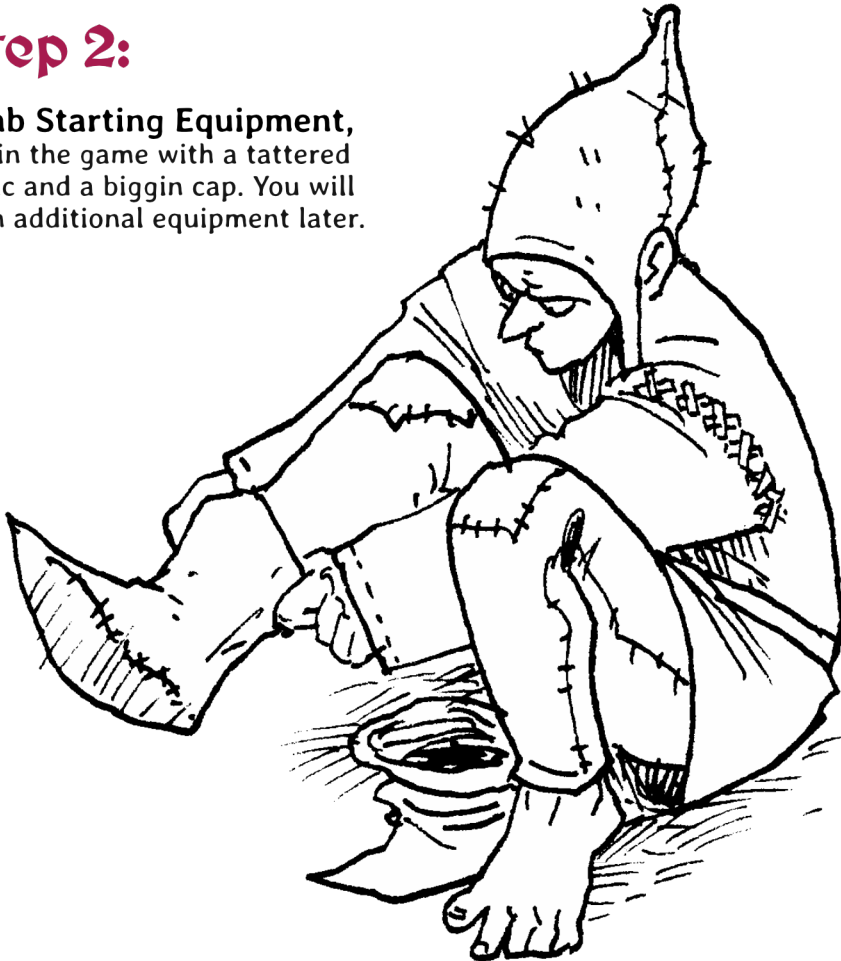
Peasant Creation

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 Starting Equipment, begin the game with a tattered tunic and a biggin cap. You will gain additional equipment later.



Step 3:

Attributes

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

Anxiety, is a combination of dexterity and mind. Roll anxiety whenever you want to handle stress, suppress fear, sneak, aim, be deceitful, recall information, pickpocket, or tinker.

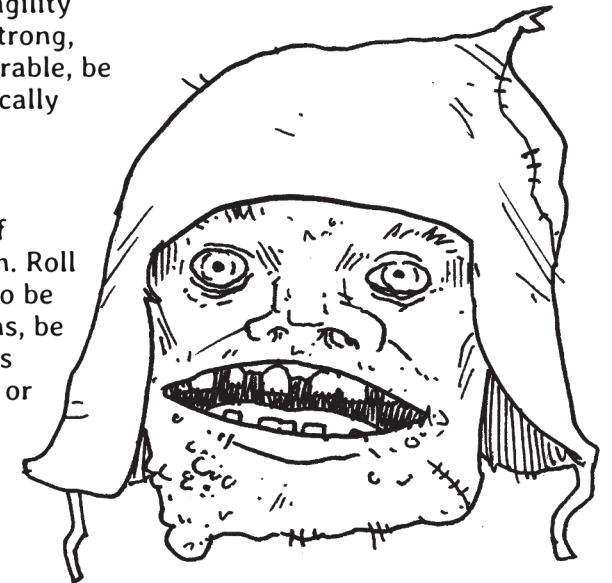
Fragility, is a combination of strength and heart. Roll fragility whenever you want to be strong, express emotions, be vulnerable, be romantic, or perform physically demanding tasks.

Nasty, is a combination of constitution and aggression. Roll nasty whenever you want to be mean, be gross, resist toxins, be belligerent, resist infectious diseases, hold your breath, or be intimidating.

Assigning Attributes

Roll 1d6 and assign your scores based on the result:

1. Anxiety 1, Fragility 2, Nasty 3
2. Anxiety 1, Fragility 3, Nasty 2
3. Anxiety 2, Fragility 1, Nasty 3
4. Anxiety 2, Fragility 3, Nasty 1
5. Anxiety 3, Fragility 1, Nasty 2
6. Anxiety 3, Fragility 2, Nasty 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**, **empty pouch**
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. Scarecrow: **wooden pole**, **hay**, **burlap clothing**
61. Drug Sampler: **a smattering of drugs**, a **childrens toy**
62. Fish-bender: **ten foot net**, **hook**, **fishing line**, **fermented fish**
63. Town Crier: **brass bell**, a **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**, a **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.

Sometimes three fears can be a lot to manage. Alternatively, at the end of character creation you can consult the other players and choose just one fear to keep.

1. Empty houses, betrayal, traps
2. Flowers, old age, birds
3. Lifting, emptiness, darkness
4. Large objects, being stared at, walls closing in
5. Tornadoes, disappearing, blood
6. Irregular breathing, buttons, odd smells
7. Monsters, small things, needles
8. Ghosts, losing yourself, talking
9. Nightmares, moving too fast, eating bugs
10. Losing teeth, giants, creepy crawlies
11. Authority, 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. Dead things, bottles, sharks
25. Tangled hair, oceans, spills
26. Odd 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. Quietness, 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, 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. Spontaneous combustion, blood clots, silence
53. Low ceilings, sick people, 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. Red, weight gain, sweet 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, 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, purple, love
82. Leaves, holidays, poverty
83. Nudity, fog, mushrooms
84. Clouds, glass, returning home
85. Folktales, utensils, critters
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 paper bag with eyeholes**. *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**. *Revenge*
5. You were **the rear end of a donkey costume**. A hunchback. *Galloping*
6. You have a 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. **A Cactus**. Sunburn. *Hydration*
9. You ate from **a jar of pig's fat**. Hypertension. *Greasy*
10. You were locked in a cage by a hag for years. **Unknown Elixir**. *Paranoia*
11. You have really waxy ears. **A candle**. *Wicking*
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 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. **Herbal remedy**. *Urgency*
23. You ate a bad tomato and got mumps. **Bucket of rotten tomatoes**. *Throwing*
24. You accidentally cast your hand in solid iron. **A socket adapter for your fist**. *Iron Fist*
25. In a fit of madness you made **a bizarre painting**. *Tortured artist*

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

26. You were born with Cyclopia. **A large monocle**. *Behold!*
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 almost killed in an assassination attempt. An old stab wound. **A nice outfit**. *Sophisticated*
35. You started drinking and never stopped. **Two bottles of mead**. *Alcoholism*
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**. *Mooning*
40. You forgot to clean your ass and now you are chafing. **A tersorium^{II}**. *Waddling*
41. You're your own best friend. **A pocket sized mirror**. Psychosis. *Self-talk*
42. Your mother was a gorilla, you are half gorilla. **Large beetles**. *Aping*
43. You like to soak your feet in bogwater. Ringworm. **Chunk of mossy peat**. *Swamp walking*
44. You caught a rat and shared a meal with a friend. **Choose another peasant, you both have the plague**. *Meal planning*
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*
49. You bathe like a pig in mud. You think it will prevent the plague. **A bucket of mud**. *Pigging out*

^ILunatic stems from the theory that lunar cycles have effects on our minds

^{II}A sea sponge attached to a stick

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. Your village was afflicted with dancing mania. **Dancing boots.** *Foot Loose*
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.** *Ghosts*
57. You were lost at sea for 7 months. Dehydration. **Driftwood.** *Paddling*
58. The skirmishers used you for target practice. A limp. **A javelin.** *Targets*
59. You caught a bad case of the sniffles. **Tissues.** *Nosey*
60. You stole an egg from an eagle. Missing left eyeball. *Climbing*
61. You are emotionally attached to a wooden sword named Excalibur, and you believe that you are a knight. *Heroism*
62. You had a solo in the choir. Delusions of grandeur. **Finger cymbals.** *Solo's*
63. You were shot by an archer, you took his fingers. An arrow 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.

75. You served as an archer in the war. Missing two fingers. **A cracked bow.** *Two Finger Salute¹*
76. You have 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 dog bit you and now you have clinical lycanthropy. **A cow's femur.** *Howling*
80. A werewolf bit you and now you have actual uncontrollable lycanthropy. **An extra tunic.** *Ferocity (only as a werewolf)*
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. Ghoulis visage. **Your 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. **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

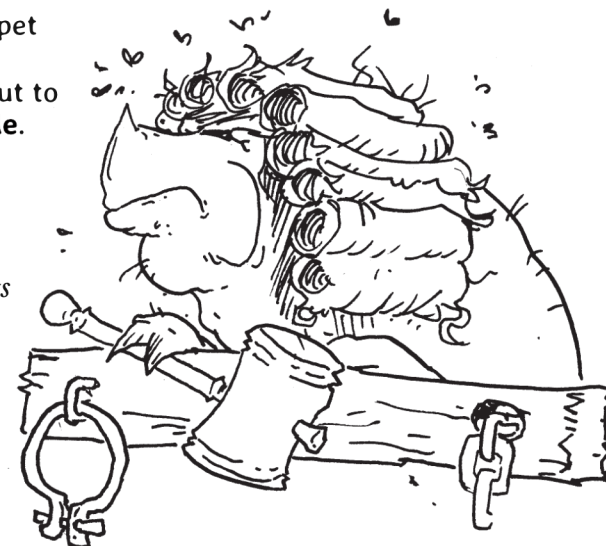
Step 7:

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 gone into hiding amongst the peasantry. A **diamond signet**. *Pompous*
12. The chosen one! You **must speak in the third person and as the main character**. **Family heirloom**. *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. Samesies*
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 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*

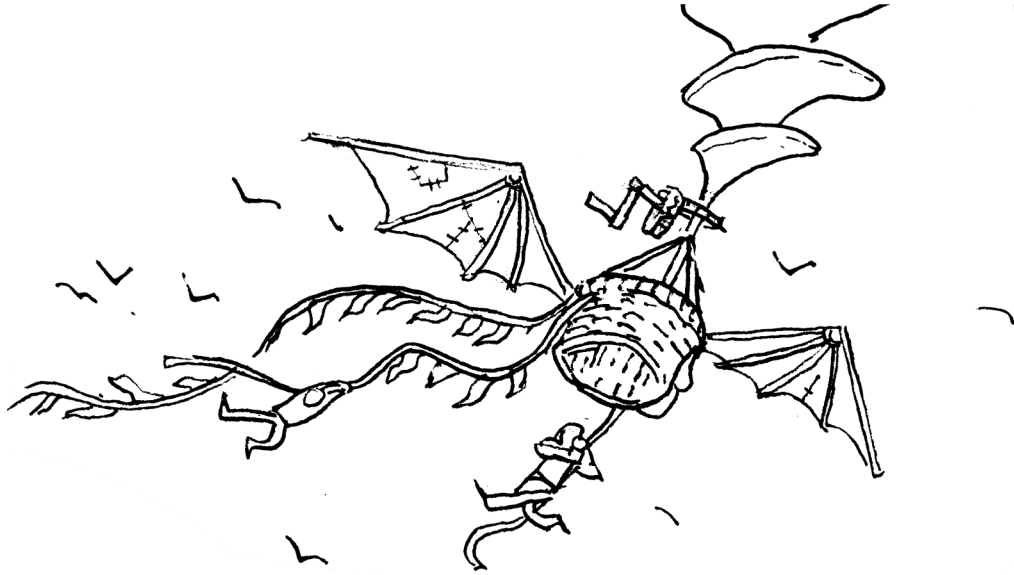
70. You picked through the bodies of a recent battle. **A broken kettle helm.** *Looting*
71. You spent a couple years in the independent wrestling scene. **Luchador Mask.** *Grappling*
72. You survived the plague. **Soup.** *Medicine*
73. You have a bitter rivalry with another peasant. **A tally stick.** **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 have 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 are an expert forager. **Veggies from your neighbors garden.** *Foraging*
88. You didn't pay taxes. **A small box of coins.** *Tax Evasion*
89. You have a pair of shoes, they are not a good pair. *Traveling*

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

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



90. You were abandoned on the streets. **A rat named Jimmy**. *Pickpocket*
91. **Choose another peasant, you owe them a life debt** for saving your life. **A big fancy contract scroll**. *Indebted*
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 after**. *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 you made **a cupcake possessed by a demon**. *Demons*
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 used to be the Dark Ones evil henchman. **Evil minion attire**. *Maniacal laugh*
17. You have **tickets to the splash zone of a upcoming guillotine hanging**. *Guillotines*
18. You met a Knight once and cant shut up about it. **#1 Knight Fan Merch**. *Knights*
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*
23. You were a whipping boy for a lord. **Soothing cream**. *Crying*

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

24. You've learned to read fortunes through the ritual crabs sacrifice. **3 Crabs.** *Crabs*
25. You possess **The Gilded Chamber Pot of Buslätt[†].** *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 a member of a one man band! **Each player names an instrument for you.** *Music*
29. You have **proof that the king is a lizard man.** *Bogus*
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 of coins.** *Tolls and Trolls*
33. A merchant took pity on your demeaning attire. **Trousers and a blouse.** *Self-loathing*
34. You made friends with **a squirrel named Skrat** and live in a tree. *Nuts*
35. Your family has a blood-feud with your lovers family. **Choose another peasant to be your star-crossed lover, they get a dagger. Poison vial.** *Shakespeare*
36. You stumbled upon 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. 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.** *Altered birth certificate. 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 began to worship you as a god. Bread.** *Birder*
49. You stole **a very large and ornate codpiece** off a nobleman. *Packing*

[†]A Swedish hamlet that roughly translates to "extremely easy"

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. A noble stole your fiancée, now you scour the land in search of love. **A shiny sword.** *Galavant*
57. You were born in darkness and have a tragic backstory. **Black makeup.** *Goth*
58. You owe considerable debts. **Pants with holes in the pockets.** *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.** *Throwing*
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.** *Flying*
65. You survived the massacre of Złe Mięso. **The bloody sickle of Złe Mięso[†].** *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*
74. You were abducted by aliens. **A probe.** *Aliens*

[†]A Polish village that roughly translates to "bad meat"

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.** *Frolicking*
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 Nasty 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. Your grandfather was the best haystacker of his generation. **Double-sided pitchfork.** *Haystacking*
97. You are a notorious cow tickler. **Cowbell.** *Tickling*
98. You have the saddest puppy dog eyes. **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 peasants 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!

