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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 peasant of all!

The game itself uses a simple 1d6 roll-over system. Fumble your roll and each player submits a hilarious complication to your failure, earning dirt points in the process. The game also includes a peasant creator with over 10 billion combinations, numerous silly tables, custom rules for gaining and spreading afflictions, and dying in spectacular fashion.

Explore the Crazy

In this book you will find: peasants, biggin caps, the Hughligan, a tax collector, carp cultists, worms, wagon races, flyting, Smolds Molds, organ legging, witches, punching a goat, warts, the Onomancer, Peat's Field, Krud Duster, house-sitting for a wizard, losing half your name in a bet, infectious diseases, an Ossified Orangutan, goblin gerd, a very sleepy caterpillar, Duke Allbad the Notsogood, 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, snow lepers, gutter gremlins, a book with two spines, bickering pigeons, a cursed pan-flute and so much more...

Author's Note

Will write this later thanking all those who have helped me make the game and talk a bit about my goals for the game.

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. In order 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 63) 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 to 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 to the peasants, for example, the city guards may be disapproving of 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 require 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, you must roll against one of your attribute scores. Roll 1d6 and add any bonuses from occupations, skills, or afflictions.

A roll that:

Meets or beats the score succeeds.

Is less than the score is a failure.

A 1 on the die is a fumble, which always fails and adds a complication.

Contested Checks

When two peasants take opposing actions, they each make a normal check. Rolling a 1 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 1 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 1 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 1 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 peasant is particularly adept at. Whenever a peasant role-plays how a skill is relevant to a check, they receive a +1 bonus to their roll 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!

Occupations

A peasant's occupation represents their primary job and functions just like a skill for a +1 bonus.

Additionally, each occupation provides a special ability. This ability always succeeds and happens near instantly. GM's are encouraged to ask peasants what their abilities look like, and how they work. Read Afflictions & Death for more.

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 peasants wild plans. **Equipment does not provide any bonuses to making a check.**

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.

Desperation

Desperation represents the peasants fluctuating luck. The party's desperation score starts at a 4. Whenever you need to answer a question that is based purely on chance, roll 1d6 with no bonuses.

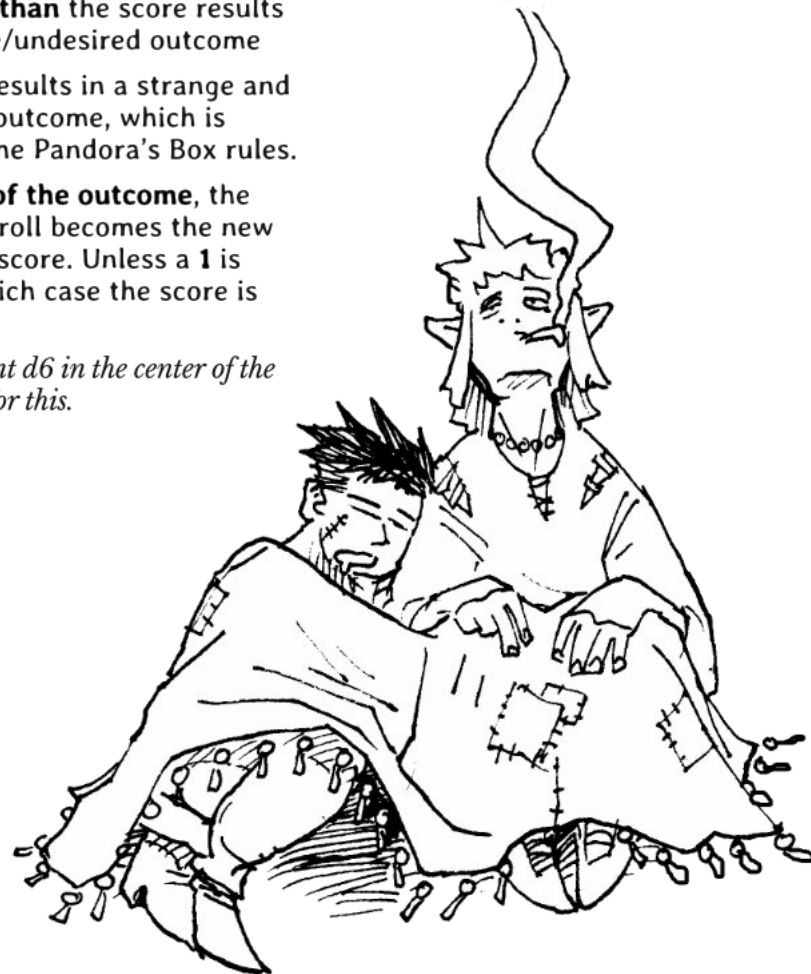
Rolling equal to or greater than the desperation score results in a positive/desired outcome.

Rolling less than the score results in a negative/undesired outcome

Rolling a 1 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 desperation score. Unless a 1 is rolled, in which case the score is reset to a 4.

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



Afflictions & Death

Afflictions represent the various diseases, injuries, and impairments a peasant might suffer during their short miserable life. As afflictions stack up, peasants grow 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 damaged, poisoned, driven mad, or otherwise harmed, they gain one affliction. There are four affliction slots, filled in order from 1 to 4. A fifth affliction results in death.

Healing: Afflictions can only be cured via magic, miracle elixirs, or a weeks worth of rest. If done, make a nasty check. Success and it's cured! Failure and the affliction worsens, filling the next slot. Some permanent afflictions like limb loss usually cannot be cured.

Afflictions as Skills: Afflictions can be used like skills for a +1 bonus, but if you fail, gain a new affliction.

Abilities: Each affliction slot comes with a powerful single use ability:

- 1. Occupation:** Use the ability granted by your occupation.
- 2. Gamble:** Activate only after failing a check. The GM describes the penalty for failing the check. You must then raise the stakes by explaining how things will go even worse if you fail again, then reroll.
- 3. Klepto:** Gain a small item.
- 4. Blaze of Glory:** You may activate this ability just before death. Take one final glorious action. Any roll other than a 1 is a success. If you roll a 1, describe how the situation gets significantly worse for all the surviving peasants. Gain +1 Dirt.

Reset Ability Uses: Whenever you gain a new affliction, all ability uses are reset. Peasants can choose to take a new affliction at any time.

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

GAINED A NEW AFFLICTION?	
RESET ALL ABILITIES AND UNLOCK NEXT ABILITY!	
AFFLICTIONS	ABILITIES
1 Missing Toe	OCCUPATION UNLOCKED! <input checked="" type="radio"/>
2 Infected Toe Stump	GAMBLE UNLOCKED! <input type="radio"/>
3	KLEPTO <input type="radio"/>
4	BLAZE OF GLORY <input type="radio"/>
5TH AFFLICTION? YOU DIE!	FILL THIS AND YOU DIE

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

As the GM, a great time to check for achievements is during complications.

Winning with Dirt

Peasants play dirty, and you're no different. Your job is to be the filthiest 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 can be inherently competitive, but the only way to earn it is by making others laugh. Focus on the laugh.

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 (page 65) 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.



Combat

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 is stealing the 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 a gruesome affliction, slaying a foe, falling off a cliff, or mounting a dragons back.

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 plot 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 plot armors. Once all of a boss's plot armor is lost, the peasants may attempt a final killing blow.

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

Defeating Enemies

Most enemies only need one solid hit to be defeated, but some enemies are protected by Plot Armor. Plot Armor is a narrative device that protects the enemy from harm, such as flight, a castle wall, magical wards, thick hide, or even a small army. As long as a specific armor is active, any action it would logically prevent 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 Plot Armor is gone, a single strike usually finishes the job.

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

Enemy Actions

Enemies do not take turns. They are always in motion, and always working towards their goals. It is the peasants job to stop them.

Whenever a peasant fails a check or does nothing to stop them, the enemy gets to take action. This might mean dealing damage, casting a spell, gaining plot armor, creating obstacles, or making progress towards their goals.

Enemies never roll checks. They are simply better than peasants. Their actions always succeed unless the peasants stop them first. The only chance peasants have is to keep enemies off balance at all times. The moment a peasant slips up, the enemy succeeds.

When multiple enemies are present, only the most relevant ones should act. Do not punish peasants who have not yet had a chance to act. Also, try to avoid hitting a peasant with multiple afflictions at the same time unless the scene truly calls for it.

If your not sure what an enemy should be doing roll 1d6:

- 1: The enemy bolsters it's defenses by gaining a new plot armor
- 2-4: The enemy counter-attacks or casts a spell
- 5: The enemy pursues a goal
- 6: The enemy does something unexpected! Use Pandora's Box to determine what happens.

Creature Stats

Each creature is built around the following statistics:

Creature Name
(M) = Minion (B) = Boss

Description: brief creature synopsis

Plot Armors: plot 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 plot armor one at a time or come up with a clever way to bypass all of them at once. Once all plot armor is lost, a single attack usually finishes the job.

Special: some creatures may have strange abilities with unique rules.

Attacks: list of attacks this creature can make. A peasant damaged by an attack receives one affliction

Deathrattle: what happens when this creature dies?! This ability triggers when the creature would die, and it only triggers once

Plot Armor on the Fly

If you ever need to spontaneously make a Boss but are unsure of what Plot Armors it may have, simply ask your peasants: “*Why can't you defeat (insert boss here)?*” Each one of their answers will become a plot armor for the Boss.

Example of Play

The Situation

Larry, Stew, and Shinkles have accidentally poisoned the towns beloved mascot, a feisty little pigeon named Pesto, just before they are about to go on stage for the annual festival!

The Play by Play

Shinkles: We gotta do something, the festival is starting soon!

Larry: What if we just paint another pigeon to look like him?

Stew: That's the dumbest thing I've ever heard... do we have any paint?

Shinkles: No but we've got berry juice, chimney soot, and some glue!

GM: Okay, sound like you want to make a fake Pesto. Who's taking the lead?

Shinkles: I'm skilled in *Faking It* so I will do it! I think this is a pretty stressful situation so I will need to beat my *Anxiety of 4* for this check.

Larry: This is really important, so I'm going to try to assist him by pulling some of Pesto's feathers off and gluing them onto the new pigeon. This seems kinda Nasty to me so I will try to beat my *Nasty of 3* and I will get a +1 to my roll from my occupation as a *Poultry Plucker*.

Shinkles: Let's see, I rolled a 3+1 for a total of 4, which meets my *Anxiety* score, that's a success!

Larry: Uh oh, I rolled a 1 on the die so that's a complication for both of us...

GM: Okay, everyone go ahead and write a complication on a slip of paper and hand them to me.

Larry, Shinkles, and Stew each write something on a slip of paper, fold it in half, and hand it to the GM.

GM: Oh these are funny. One person wrote: "*Larry plucks Pesto's feathers too hard, he dies!*" someone else wrote: "*Shinkles and Larry's hands get glued together*" and finally, the submission I am choosing is: "*The town mayor and his 7ft tall barbarian bodyguard walk backstage and see everything*" whoever wrote that is awarded a dirt point and also the mayor is furious.

Larry: That was me! I get the dirt point! And uh oh, that's not good. How tough does this barbarian fella look?

GM: The Barbarian is actually a boss and his plot armors are: **1.** An axe big enough to cleave you in two, **2.** Rock hard abs, and **3.** He doesn't feel pain. Also the Mayor looks ready to run and get help if something goes wrong.

Stew: This isn't good. I don't want that mayor running away to get any help, but I don't think that Barbarian is going to let reach him. This is a stage right? Is their like a secret trapdoor right under the Mayor's feet, with a lever nearby?

GM: It's possible! Go ahead and make a desperation check to see if there is! The current desperation score is a 3, so pretty good odds.

Stew: Okay! I rolled a 5! That means that there is a trapdoor!

GM: Sure is! And the lever is not too far from you, but the Barbarian catches your gaze and ready's his axe if you try to go for it. The new desperation score is a 5, so your next desperation check will be hard.

Larry: I'll try to take care of that axe for you Stew, I ain't letting him hurt you. I'm going to use my rusty fork and stab him in the hand to make him drop his axe! My *Fragility* is a 5 and I'm skilled in *Forking* and also *Strong*, which gives me a total of +2. So I just need to roll a 3 or better. And it's 4+2 for 6, success!

GM: That's great! You stab him in the hand with your rusty fork, but you forgot that he is immune to pain! Which means that check fails to break his armor. So I'm going to rule it that he doesn't drop his axe, and instead he cleaves one of your hands off. What I will say though is that he is distracted for just enough time to let Stew reach for the lever if he wants.

Larry: Ouch! I totally forgot he was immune to pain. I'll go ahead and mark my new affliction. But at least that resets my abilities and now Stew can stop the Mayor! Told ya I wouldn't let him get you haha!

Stew: Thanks Larry! I go ahead and reach for lever and pull it!

GM: The Mayor turns to run and the floor beneath him opens up and he falls beneath the stage!

Shinkles: Now we just got to take care of this dang barbarian! I've got a pouch of sweet candies, so I want to force feed the barbarian sweets to make him fat and lose his rock hard abs!

GM: That's pretty gross, but also clever, go ahead and make a nasty check to see if it works!

Shinkles: Okay my *Nasty* is 5 and I am also skilled in *Sweets* for +1 to my roll. I rolled and got a 4, a fail. I think I'm going to try to use my gamble ability to reroll that.

GM: Excellent, so if you were to fail, the Barbarian would have cut your leg off with his axe. How could it be any worse than that?

Shinkles: I will loose both my legs if I fail again. So I will now reroll my check and... Phew! I got a 5! Just barely made it.

GM: Amazing! You feed him these sweets and watch his stomach swell! Turns out he is allergic to sugar and it's wrecked his body. That's one plot armor gone.

Stew: Alright I'm going to jump in here and see if I can break another armor. I think this barbarian is unable to feel pain due to some sort of childhood trauma creating a mental block for him. So I am going to use my skill in *Regret* and tell him about my trauma to get him to open up. I'm trying to be vulnerable so I will against my *Fragility of 4*. All I need is a 3 or better, and uh-oh, that's a 1...

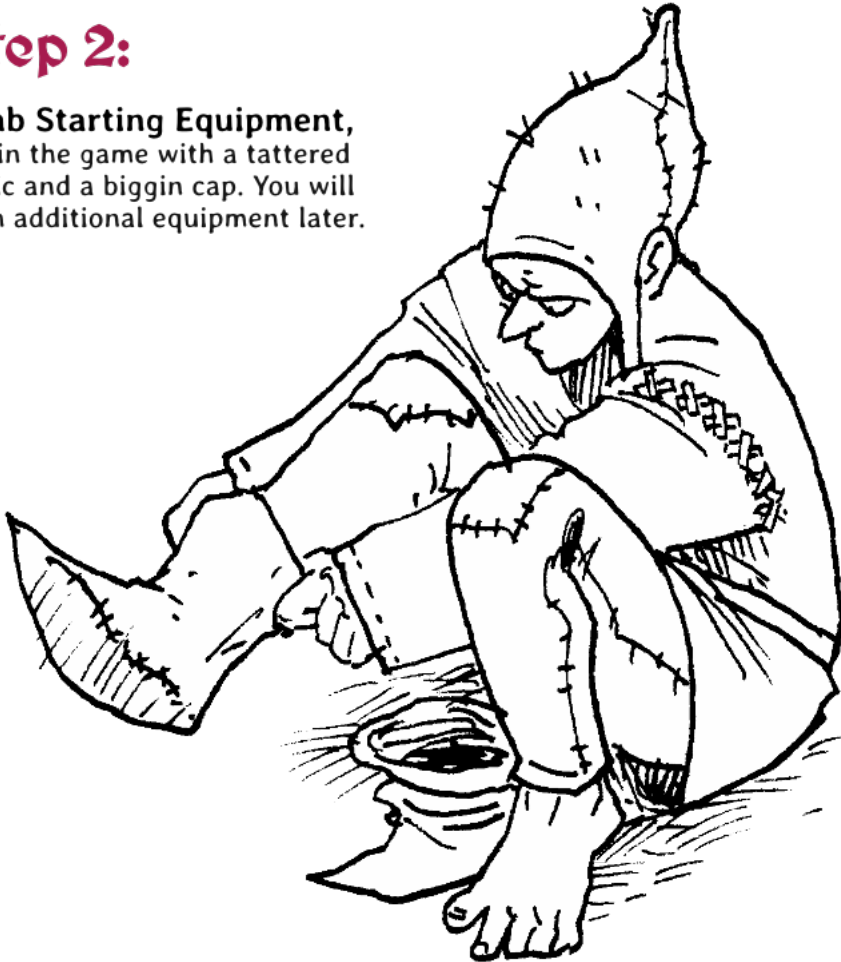
Peasant Creation

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 44) 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 to hold you back in this hostile world. They are...

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

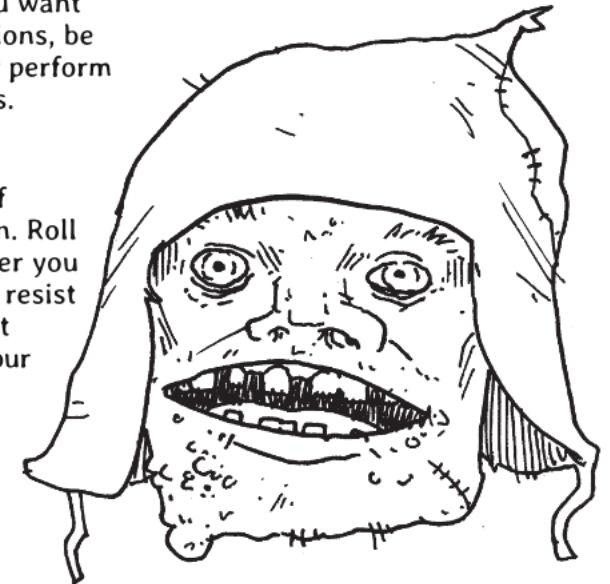
Fragility, is a combination of strength and heart. Roll against your fragility whenever you want to be strong, express emotions, be empathetic, be romantic, or perform physically demanding tasks.

Nasty, is a combination of constitution and aggression. Roll against your 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 6, Fragility 5, Nasty 4
2. Anxiety 6, Fragility 4, Nasty 5
3. Anxiety 5, Fragility 6, Nasty 4
4. Anxiety 5, Fragility 4, Nasty 6
5. Anxiety 4, Fragility 6, Nasty 5
6. Anxiety 4, Fragility 5, Nasty 6



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:** make something sharper or duller
Items: wetstone, knife
2. **Body Collector:** Obtain a dead humanoid of your choice
Items: cart, bell, meat hook
3. **Sponge Bearer:** fill a space with bubbles
Items: soap, sponge, bucket of hot water
4. **Smuggler:** create a hidden compartment
Items: false bottom box, a disguise, a club
5. **Hangman:** create a knot that is unbreakable
Items: rope, sack with eyeholes
6. **Beef Twister:** contort or twist at an impossible angle
Items: sausage links, cleaver
7. **Clam Kisser:** charm an aquatic or shelled creature
Items: shovel, bucket of clams
8. **IronPuddler:** melt or reshape a metal
Items: iron, hammer, tongs
9. **Soap Licker:** replace an object with a perfect soap replica
Items: goats milk, flowers
10. **Moocher:** ask someone to share something, they must agree
Items: **take one item from another peasant**, lipstick
11. **Slab Stacker:** build a wall or platform out of slabs
Items: 3 blocks, mortar, trowel
12. **Beggar:** beg the GM to avoid a specific action, they must agree
Items: an old hat, empty pouch
13. **Yeast Producer:** make an object rise or swell with yeast
Items: a loaf, yeast, bread knife
14. **Turnip Shepherd:** instantly grow a dense patch of plants
Items: basket of turnips, trowel
15. **Mutt Maker:** summon a feral dog of any breed
Items: litter of mutts, whip
16. **Snail Snatcher:** create a slimy sticky puddle or trail
Items: vial of purple dye, a bag of snails, hammer
17. **Flatulist:** create a strong odor sound combo
Items: bag of beans, loincloth
18. **Leech Collector:** copy a skill, ability, or affliction. Keep it until you use this ability again.
Items: jar of leeches, blood vial
19. **Tattle-Tale:** create a rumor that becomes accepted as fact
Items: spyglass, list of rules.
Skill: reading and writing
20. **Knocker-Upper:** produce a loud disruptive noise
Items: long stick, pea shooter
21. **Rat Catcher:** obtain a caged rodent of your choice
Items: a small but vicious dog, slice of cheese, club
22. **Poison Taster:** ignore the effects of something you ate
Items: poison, poison remedy
23. **Moleskin Shaver:** remove hair or fiber from an object/creature
Items: bolt of leather, a sharp knife, oil, clump of fuzz
24. **Fermentor:** instantly ferment, spoil, or age an object
Items: tiny barrel of beer, mash paddle, jar of yeast
25. **Fishmonger:** summon a live fish no larger than a small shark
Items: a large cod, a small haddock, a bucket of sardines
26. **Pauper:** appear so insignificant your practically invisible
Items: tattered blanket, wooden bowl, moldy bread
27. **Nob Polisher:** make something sparkle and shine
Items: wax, cloth, glitter
28. **Bone Cutter:** obtain a bone of any kind
Items: sewing kit, bonesaw
29. **Mugger:** say "hand it over or else!" to rob someones item
Items: stolen purse, a shiv
30. **Muckraker:** flood a small area or room with mud/sewage
Items: rake, cart, muck
31. **Rabble-Rouser:** convince a minion to join your angry mob
Items: torch & pitchfork
32. **Coal Heaver:** create a tunnel
Items: coal, pickaxe
33. **Poacher:** Obtain a dead animal of your choice
Items: dead rabbit, bow, arrow
34. **Muffin Maker:** obtain any ingredient of your choosing
Items: muffins, chef hat
35. **Hay Maker:** knock a minion out
Items: pitchfork, straw hat, sack
36. **Fence:** turn a stolen/illegal item into a not-stolen fully legal item
Items: **roll twice on oddities**
37. **Cockfeeder:** summon a small bird of any kind
Items: protein rich seeds, cage
38. **Ferret Weaver:** summon a small woodland creature of any kind
Items: smelly furs, sewing kit
39. **Organ Legger:** graft an organ or appendage onto a creature. This graft counts as an affliction.
Items: an organ, scalpel
40. **Pettifogger:** create a new law that lawful citizens must follow
Items: fraudulent papers
Skill: reading and writing
41. **Worm Watcher:** summon a small slimy/gross creature
Items: jar of worms, soil spoon
42. **Mead Muncher:** ask someone "heard any rumors lately?" and they must spill a useful secret
Items: mead, hops, glass jug
43. **Parent:** scold a minion and send them to timeout/assign a chore
Items: child, heavy buckled belt
44. **Heckler:** make someone feel bad about themselves
Items: sack of rotten tomatoes
45. **Groom of the Stool:** investigate a substance and know: who, what, when, where, why, and how
Items: chamberpot, scrub brush
46. **Gambler:** win a bet
Items: loaded dice, dagger

47. **Pebble Peddler:** cause a distraction with a cool rock
Items: exotic pebble collection
48. **Hinge Schlicker:** open a locked door or make a surface greasy
Items: hinges, grease
49. **Scullion:** cook and serve any meal
Items: jug, pot, rolling pin
50. **Lice Keeper:** summon a parasite of any kind
Items: comb, jar of lice
51. **Fowl Snatcher:** catch something
Items: cage, fowl, club
52. **Skin-stretcher:** alter your physical appearance to resemble someone else.
Items: hide, skinning knife
53. **Bone Grubber:** examine a dead body and the GM must answer a question about them truthfully.
Items: rags, leg bone, bone knife
54. **Sewer Rat:** fit into a tiny space
Items: rusty dagger, dead rats
55. **Soil Sorter:** summon an underground creature
Items: bag of soil, sifter
56. **Cow-tickler:** charm a large beast
Items: a cow, milk jug
57. **Toad Toucher:** summon a semi-aquatic creature
Items: three toads, jar of flies
58. **Poultry Plucker:** summon a flock of chickens or feathers
Items: a featherless chicken, bag of feathers
59. **Royal Fool:** tell a joke and everyone must laugh
Items: cap n' bells, balls
60. **Scarecrow:** Frighten a creature
Items: pole, hay, burlap clothing
61. **Drug Sampler:** ignore the bad qualities of a drug you take
Items: a hookah, a pipe, drugs
62. **Fish-Bender:** pull something even if it's incredibly strong
Items: net, hook, fishing line
63. **Town Crier:** gather everyone's attention as you share news
Items: brass bell, an important letter from the king
64. **Armpit Plucker:** remove/detach something from something else
Items: tweezers, armpit hairs
65. **Sweat Scraper:** give someone a haircut and makeover
Items: damp cloth, barbers razor, bucket of water
66. **Mashmaker:** squish an object into a fine paste
Items: potatoes, masher
67. **Drug Dealer:** create a drug
Items: dagger, trenchcoat
68. **Pig Chaser:** become extremely slick and slippery
Items: a small pig, lasso
69. **Prostitute:** charm a humanoid
Items: makeup kit, dagger
70. **Bark Peeler:** summon a tree
Items: bark, axe, knife
71. **Hoggard:** belch a nasuating cloud of gas
Items: a large hog, staff, slop
72. **Pony Driver:** ride any animal
Items: a pony, cart, whip
73. **Stench Sniffer:** track any smell
Items: nasal cream, bad perfume
74. **Grave Robber:** roll a second time on the loot the body table
Items: **roll once on the loot the body table**, shovel

75. **Onion Bagger:** make someone else cry
Items: sack of onions, a hoe
76. **Mourner:** cry a lot and make someone empathize with you
Items: tissues, black clothes
77. **Flag-flinger:** inspire a minion
Items: a heraldic banner
78. **Gongfarmer:** cause an object to permanently smell horrendous
Items: night soil, spade
79. **Lick Spittler:** charm an authority figure
Items: shoeshine, buffing cloth
80. **Fake Scribe:** create a illegible, but convincing forgery
Items: paper, ink, quill, glue
81. **Freebooter:** slay a minion
Items: iron helmet, spear
82. **Gravedigger:** tell a ghost story, summon an unfriendly ghost
Items: grave stone, spade
83. **Drunkard:** get someone drunk
Items: bottle of booze, a shiv
84. **Vomit Collector:** make someone else puke
Items: vomit bin, apron
85. **Powder Monkey:** rig something to make a small explosion
Items: eyepatch, cutlass
86. **Feather Fluffer:** cause a creature to fall asleep
Items: feather pillow, a soft blanket, sleeping cap
87. **Sock Knitter:** create any clothing item of your choice
Items: socks, yarn, knitting pins
88. **Goat Guardian:** auto succeed on a check to defend your goats
Items: two goats, crook
89. **Ditch Digger:** make a large hole
Items: a shovel, tall boots
90. **Piss Prophet:** the GM must answer a yes or no question
Items: yellow stained smock, cup, tarot cards
91. **Vagrant:** gain entry to a place
Items: sturdy boots, tobacco
92. **Shit-Stirer:** clog or unclog something instantly
Items: bucket of slop, stick
93. **Local Half-Wit:** say something very stupid, everyone forgets you exist for a moment
Items: big club, bent spoon, key shaped stick
94. **Rock Getter:** acquire a boulder
Items: basket of rocks
95. **Mudlark:** search through some garbage and **choose an oddity**
Items: garbage sack, poker
96. **Bootjack:** place/replace/take something on a foot
Items: boot, shoe, sandal
97. **Cheese Squeezer:** squeeze something very tightly
Items: cheesewheel, bucket, cheese cloth
98. **Bungled Bard:** choose a song at the game start. Temporarily gain the powers of that song when activating this ability
Items: instrument, muffin hat
99. **Stick Finisher:** make/repair a wooden object
Items: hiking stick, whittlers knife
100. **Honey Suckler:** summon a swarm of angry bees
Items: honey, clover, hand net

Step 5:

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*¹
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. **Another peasant takes an item from you.** *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*

¹ Medical treatment where a chicken was strapped to a patient's 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 and Chimney Soot.** 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. Lunatic¹. **Moonrock.** *Mooning*
40. You forgot to clean your ass and now you are chafing. **A tersorium**². *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*

¹ Lunatic stems from the theory that lunar cycles have effects on our minds

² 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*

¹ Religious 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*

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

Step 6:

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 award**. *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 have never won anything in your pathetic life. **Last place trophy**. *Losing*

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 shrubby in the local theater. **Shrub costume**. *Plants*
29. You are a scaredy cat. 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 **can no longer use your occupation for bonuses to checks**. **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*



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

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

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 village. They called you a barbarian. **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*

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

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*¹
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**². *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*

¹ An old Scottish game similar to hurling or field hockey

² 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 7:

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*

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

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

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. **A stalactite**. *Nocturnal*
28. You're 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, **unknownst 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"

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

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 mean son named Timmy**, you fear him. *Family*
74. You were abducted by aliens. **A probe**. *Aliens*

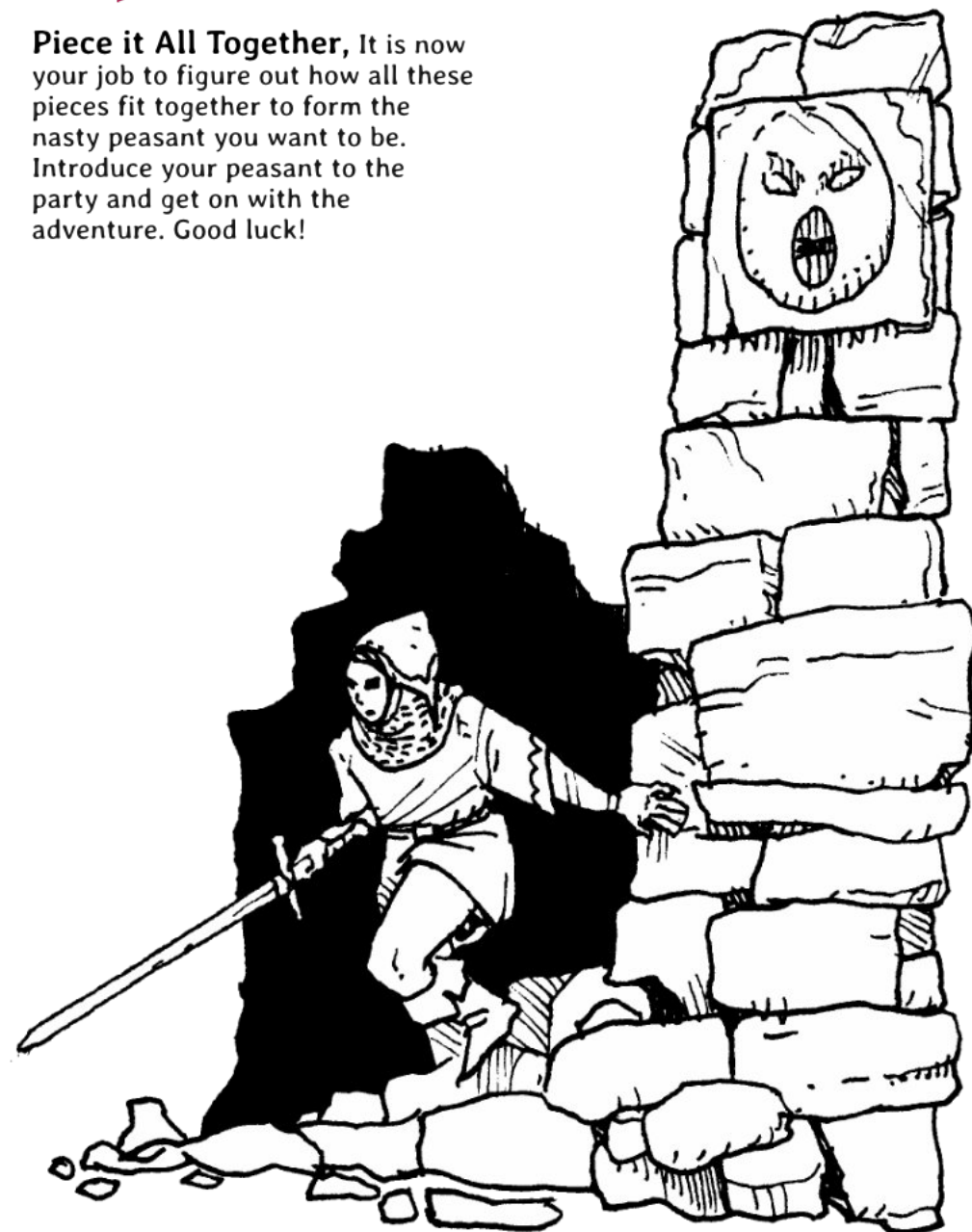
[‡]A Polish village that roughly translates to "bad meat"

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

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. **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. **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 8:

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. Introduce your peasant to the party and get on with the adventure. Good luck!



Loot & Oddities

Loot the Body

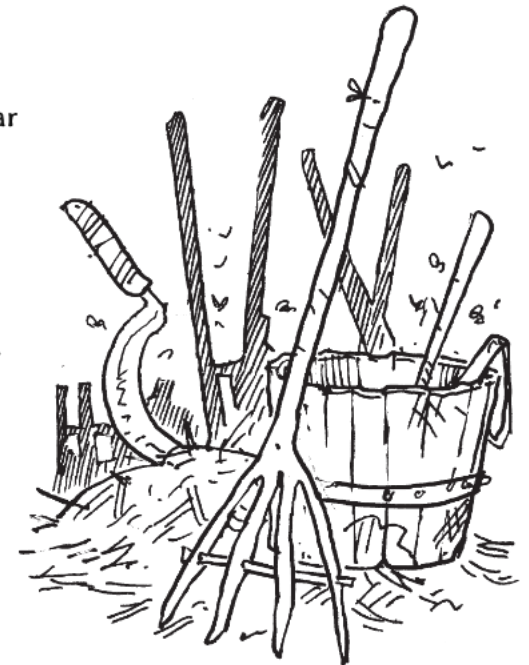
So I just killed this person and I want to rummage through their stuff, what do they have...?

1. Nothing
2. Pocket lint
3. A dandelion
4. Half a potato
5. Oddity!
6. A turnip
7. A damp cloth
8. A dead chicken
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. A live chicken
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. A gray sock
29. A hat with a hole in it
30. Pandora's Box!
31. Two chickens in a cage
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. Blood-stained purse filled with coins
43. A grass-stained sickle
44. 4 rusty keys on a chain
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. A small pouch of coins
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. Particularly impressive carving of a monkey
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. A sapphire necklace
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. A diamond wedding ring
85. Oddity!
86. A skeleton key
87. Small trained dog in a purse
88. 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. Pouch of 10 gemstones
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. 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. Small meshed cage full of flies
19. Head of lettuce that looks like a head
20. 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 tapestries
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. 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 all properties.
51. Animal tail bracelets
52. A biggin cap that gets bigger every time it's worn.
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. 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 finger
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 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 of 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"

Introduction

Something's not right with the chickens in Featherington. They're restless, clucking and scratching at all hours of the night. Last week, Old Jed the Poultry Plucker got jumped. We found him bruised, bloodied, and half-buried in filth and feathers. Worse yet, his whole flock has vanished into the woods, like they had somewhere to be. Something's coming. I can feel it.

What's Going On?

The **Poultry Prophet** has returned! A hideous sorcerer with the head of a chicken and the body of a man. They hide within the old hillside cavern on the edge of the village. They perform corrupt rituals to transfer the best qualities of man (intellect, opposable thumbs, size, strength, etc.) to their chicken followers. The ritual leaves the humans a husk of their former selves, or worse yet, turns them into half-man half-chicken abominations.

The village chickens can sense the Poultry Prophets presence. They squirm and squawk their way to freedom, attacking those that get in their way. They are desperate to flock to their new masters call.

The time of man has come to an end, the chicken must rise!

Rumors

1. People on the road have been going missing (True) it could be bandits from the old Jackal Clan (False)
2. A chicken spoke human to a child (half-true, the child can speak the chickens language)
3. Hunters have spotted chicken tracks leading to the old hillside cavern (True)
4. The Blessed Hen Mother Cometh to Cleanse the Land of Human Filth!! (Sorry, did you say something? My mind was elsewhere)
5. A human sized chicken was seen skulking the treeline (True, but rarely believed)
6. A demon is possessing the chickens (False)
7. The other farm animals know something is wrong (True, the chickens like to talk)
8. The famous alchemist Sal Monella has disappeared! (True, the Poultry Prophet tortures him for alchemical equations)
9. A chicken was seen carrying a pitchfork (True) it proceeded to steal all the farmers grain (False, a ploy to get free grain)
10. Old Jed was attack by his chickens last week, he hasn't been the same (True)

Achievements

There are several secret objectives hidden throughout this adventure. The first peasant to meet the requirements is awarded +1 dirt points. What an achievement!

Tastes like Chicken: Eat a chicken

Mother Hen: Hatch an egg

Fried Chicken: Push an enemy into the sizzling black water

Take Flight: Grow a chicken wing

Alchemist: Make a potion

Chicken Sympathizer: Join the poultry rebellion

Bird Brain: Do something silly

Prison Break: Release the prisoners

Squawks: Interrogate a Chicken

Over-Easy: Slay a enemy with eggs

Bird Flu: Catch a bird born disease

Salmonella Outbreak: Recruit the alchemist Sal Monella to help



Not the final art, I just doodled to fill the space

Starting the Adventure

The peasants could be travelers, or residents of the village. You can have them start by investigating some of the rumors circulating around the village. Want to get straight into the action? Skip the investigation and just give them all the clues. Start them right outside the Hillside Cavern.

They should be able to discover most, if not all of the following information:

1. The chickens are aggressive
2. Some chickens are acting unnaturally intelligent
3. Bandits are not involved
4. The King's army laughed at the villages request for help
5. Ominous clucking on the wind
6. Something is causing the chickens to flock to the old Hillside Cavern

Ultimately the peasants should be convinced that something odd is happening at the Hillside Cavern and they should explore it.

If they are not convinced or skeptical to investigate, try to bribe them. The village has little to offer, but they will offer at least a quarter of all chickens returned to them. In the event that doesn't work I recommend bribing the players themselves with chips and drinks.

The Hillside Cavern

An old hillside cavern that used to be the hideout for The Jackals. A bandit gang dispersed 40 years ago. It has been reclaimed by the Prophet for evil experiments. A fowl odor wafts from within.

1 - Main Entrance

Three Chicken Warriors stand guard, nestled around a warm fire. They cluck passionately about their new master. Many small tracks can be seen entering and leaving from two waist-high tunnels in the north wall. A passage to the west seems strangely untouched; **the passage is trapped, use Pandora's box to determine the trap.**

2 - Stolen Goods

Wagons, goods, and belongings of kidnapped travelers are piled in this room. **Sniper Hens** hide in an elevated snipers roost, ready to fire a barrage of eggs upon intruders.

Treasures: roll for oddity (page 65)

3 - Burrows

Small tunnels littered with broken feathers, hay nests, and chicken shit (**Nasty check to resist Chicken Pox**). Hundreds of chickens nest here. It is not pleasant. A normal sized person has to crawl on their hands and knees. **Three Chicken Swarms** will erupt from the hay nests and chase the peasants.

Treasure: eggs and key for area 6.

4 - Cramped Pens

Many humans are stuffed into small barred cells built into the cave walls. Farmers, merchants, and other travelers will loudly plead for help. Loud noises will attract the attention of **Four Chicken Warriors**.

Treasure: if the prisoners are freed, a child will reveal a small object "my secret weapon against the chickens!" **Use Pandora's Box to define the secret weapon.**

5 - Interrogations

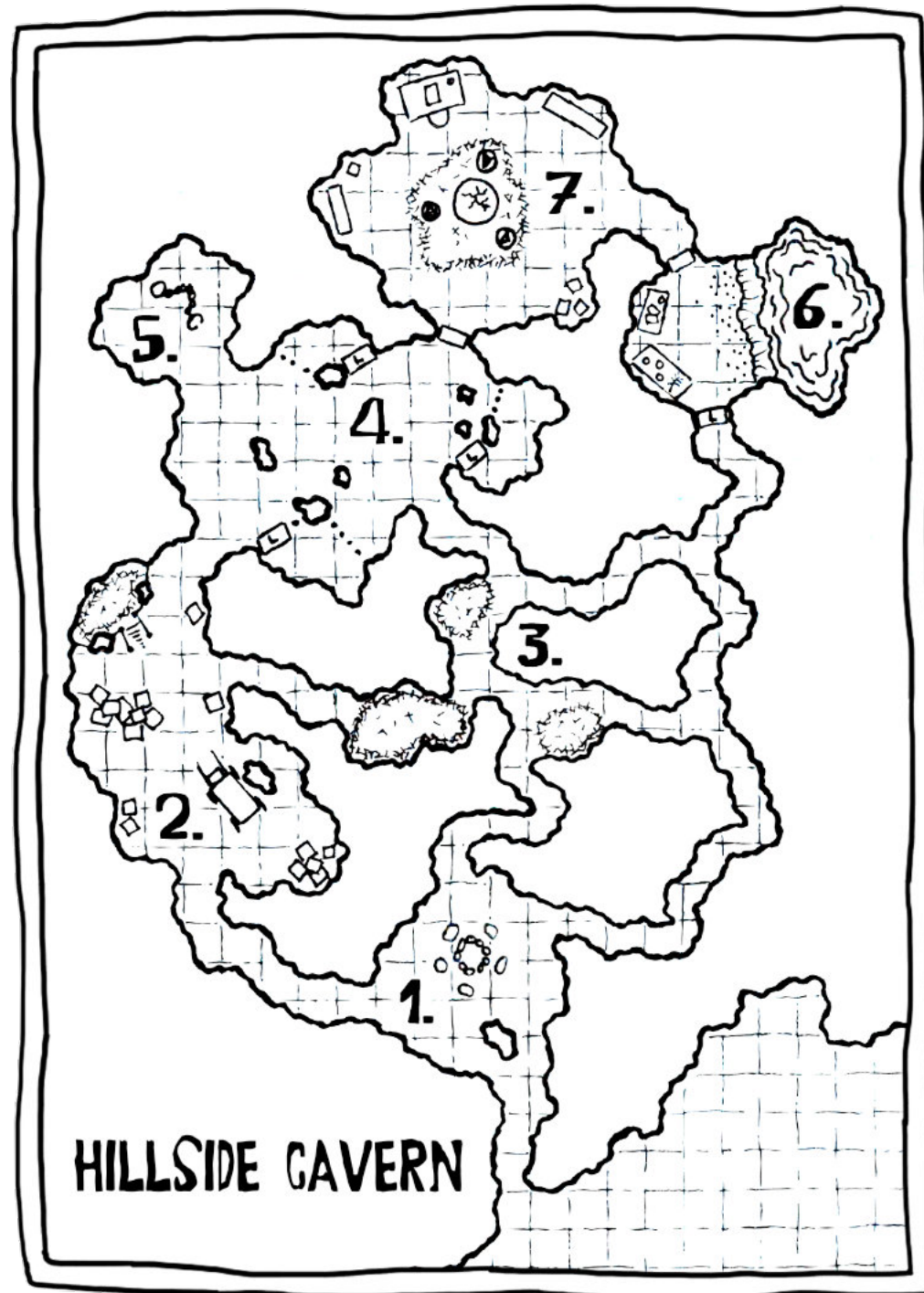
The famous alchemist Sal Monella lies bloody and beaten on the floor. He is chained to a central pillar. The Prophet has been torturing Sal for alchemical equations to enhance their evil experiments.

Keep Sal safe and he will help you craft potions in area 6.

6 - Black Water

The heinous smell of rotting flesh and salty brine drifts from this room. An alchemy lab sits against the wall littered with dried herbs, fetish's, and half-baked potions. A mushroom garden grows on the ledge of a simmering black pool. Failed experiments are tossed into the black water to melt, coagulate, and never fully dissolve.

Treasure: an elixir of bird speak and a contact poison of chicken pox. They look exactly the same.



Appendices

Additional Backstory

A peasant's life is brutal, here are some questions that you may want to ask your peasant before play.

Are you an orphan?

1. My parents are alive and well
2. One is alive, the other passed
3. They both passed peacefully
4. They both passed tragically
5. Yes, and good riddance
6. I don't know

Did you pay your taxes?

1. Yes, long live the monarchy!
2. Yes, maybe they'll fix the roads
3. Most of em
4. They never gave me nothin
5. I ain't giving you shit
6. I don't got nothin left to give

Do you wear your biggin cap?

1. Yes, and it fits nice and snug!
2. I like how it flops around!
3. No, I've left it in the hovel
4. No, I traded it for some food
5. I've lost it
6. Who you callin biggin?!

Are you destined for greatness?

1. The fates have foretold it.
2. I think so, I am pretty great
3. I'm just going with the flow
4. I wouldn't call it greatness
5. No, why would you even ask?
6. There is a place in hell for me

Would you quantify your life as meager or squalor?

1. I have a roof over my head
2. Im cramped in a commune and we get along nicely
3. Im cramped in a commune and they steal my shit
4. I roam the streets begging
5. I live in the woods, I am prey
6. I ate a moldy potato last week

What is important to your greedy little peasant?

1. I want and deserve everything
2. Power to control my destiny
3. Enough gold to buy the world
4. A legacy written into legends
5. Potatoes to fill my stomach
6. I don't know what I want

How ugly is your peasant?

1. Actually quite attractive
2. A winning smile and kind eyes
3. Average at best
4. Very
5. Cant touch me with a 10ft pole
6. Am I even human?

Are you ready to play peasantry?

1. Yes, and this is a cool game
2. Yes, and the writer is a genius
3. Yes, and also yes
4. No, I am being forced to play
5. I've come this far, why stop?
6. What am I getting into?

Naming Your Peasant

Names can be hard. Here is a list of names created by playtesters.

1. Germ (was Germane, lost half)
2. Poof
3. Shoe
4. Whistlin Rusty
5. Gutter
6. Freidriche
7. Muck
8. Krud Duster
9. Poig
10. Nub La (lost half in a bet)
11. Stunk
12. Gilbert
13. Uncle Mudd
14. Tin Can Sam
15. ULGA
16. Myrttil
17. Lupis
18. Agatha
19. Grime
20. McGraw
21. Harry
22. Lloyd
23. Ike (pronounced ick)
24. Shantee
25. Bjorn Longong
26. Barfolomew (Barf)
27. Gregory
28. Fishgulpa
29. Rowan A. Galley
30. JILL THE OGRE
31. Orvill Longbottom
32. Almond Depression
33. Pa Kit
34. Jeffest
35. Bungee the Crisp
36. Rosemontgomery
37. Grungo
38. Egbert
39. Cuthbert
40. Harold the Unpleasant
41. Dagon
42. Tart Tina
43. Bob Boberson VIII
44. Snub
45. Hot Karl
46. Podric
47. Chordie Jr.
48. Rolant
49. Skinfold
50. Crazy Rooster
51. Herbert
52. Earl Simpleton
53. Shenanigans McGee
54. Ocular Lightning
55. Carlos
56. Pig
57. KruKru
58. Mary Kill
59. Charlie Tooth Back
60. Billbond Von Hagrid
61. Jimbothy Mediocreman
62. Buckly Jenkins
63. Roger Shag
64. Peat Brackish
65. Bobward Longuestrope
66. Merkin Frogoxter
67. Gloria Estefan
68. Finnian
69. Mudd
70. Wum Tum
71. Gobber Bunionson
72. John Go-in-the-Wynd
73. Thoggy Tham
74. Bones
75. Billiam
76. Dudley
77. Clod Nightdirtmanstonson
78. Glaarghble
79. Wally Wigginsy
80. Jimmy the Shoe
81. Britches
82. Bald Bob
83. Gimp
84. Tony Cracks
85. Ikor
86. Nimble Fingers Mcgee
87. Bahb
88. Bob Bobbiton
89. Gerald Nobstomper
90. Iteelor
91. Greton
92. Larry Loose Tongue
93. Doug Ziggelflin
94. Norris
95. Glum Dark Prod
96. Pickupiper
97. Clench Sticklebrick
98. Asone Martel
99. Grissle
100. Chesty Meat Slab

Player Cheat Sheet

Normal Check

To make a check, you must roll against one of your attribute scores. Roll 1d6 and add any bonuses from occupations, skills, or afflictions.

A roll that is:

Meets or beats the score succeeds.

Less than the score is a failure.

Rolling a 1 is a fumble, which always fails and adds a 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 1 then the check fails and they suffer a conjoined complication.

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.

Complications

When a 1 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.

Afflictions

Afflictions as Skills: Afflictions can be used just like skills, but if you fail, gain a new affliction

Abilities: Each affliction slot comes with a powerful single use ability:

1. Occupation: Use the ability granted by your occupation.

2. Gamble: Activate only after failing a check. The GM describes the penalty for failing the check.

You must then raise the stakes by explaining how things will go even worse if you fail again, then reroll.

3. Klepto: Gain a small item.

4. Blaze of Glory: You may activate this ability just before death. Take one final glorious action. Any roll other than a **1** is a success. If you roll a **1**, describe how the situation gets significantly worse for all the surviving peasants. *Gain +1 Dirt.*

Reset Ability Uses: Whenever you gain a new affliction, all ability uses are reset. Peasants can choose to take a new affliction at any time.

Damage: Whenever a peasant is damaged, poisoned, driven mad, or otherwise harmed, they gain one affliction. There are four affliction slots, filled in order from 1 to 4. A fifth affliction results in death.

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

Winning with Dirt

Peasant with most dirt at the end of game is the **FILTHIEST PEASANT!**

<h1>PEASANTRY</h1>		DIRT									
NAME 											
OCCUPATION 		SKILLS _____ _____ _____ _____									
ANXIETY FRAGILITY NASTY		PORTRAIT									
<table style="width: 100%;"> <thead> <tr> <th style="width: 50%; text-align: left;">AFFLICTIONS</th> <th style="width: 50%; text-align: right;">ABILITIES</th> </tr> </thead> <tbody> <tr> <td>1 _____</td> <td>OCCUPATION ○</td> </tr> <tr> <td>2 _____</td> <td>GAMBLE ○</td> </tr> <tr> <td>3 _____</td> <td>KLEPTO ○</td> </tr> <tr> <td>4 _____</td> <td>BLAZE OF GLORY ☠️</td> </tr> </tbody> </table>		AFFLICTIONS	ABILITIES	1 _____	OCCUPATION ○	2 _____	GAMBLE ○	3 _____	KLEPTO ○	4 _____	BLAZE OF GLORY ☠️
AFFLICTIONS	ABILITIES										
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3 _____	KLEPTO ○										
4 _____	BLAZE OF GLORY ☠️										
BACKSTORY & NOTES		EQUIPMENT									

BEHOLD! A GAME OF FILTHY PEASANTS!

A RULES LITE TABLETOP RPG ABOUT
HORRIBLE PEASANTS AND SPECTACULAR
FAILURES. ADVENTURE OUT TO COLLECT
DIRT, CONTRACT DISEASE, AND BE NASTY.

