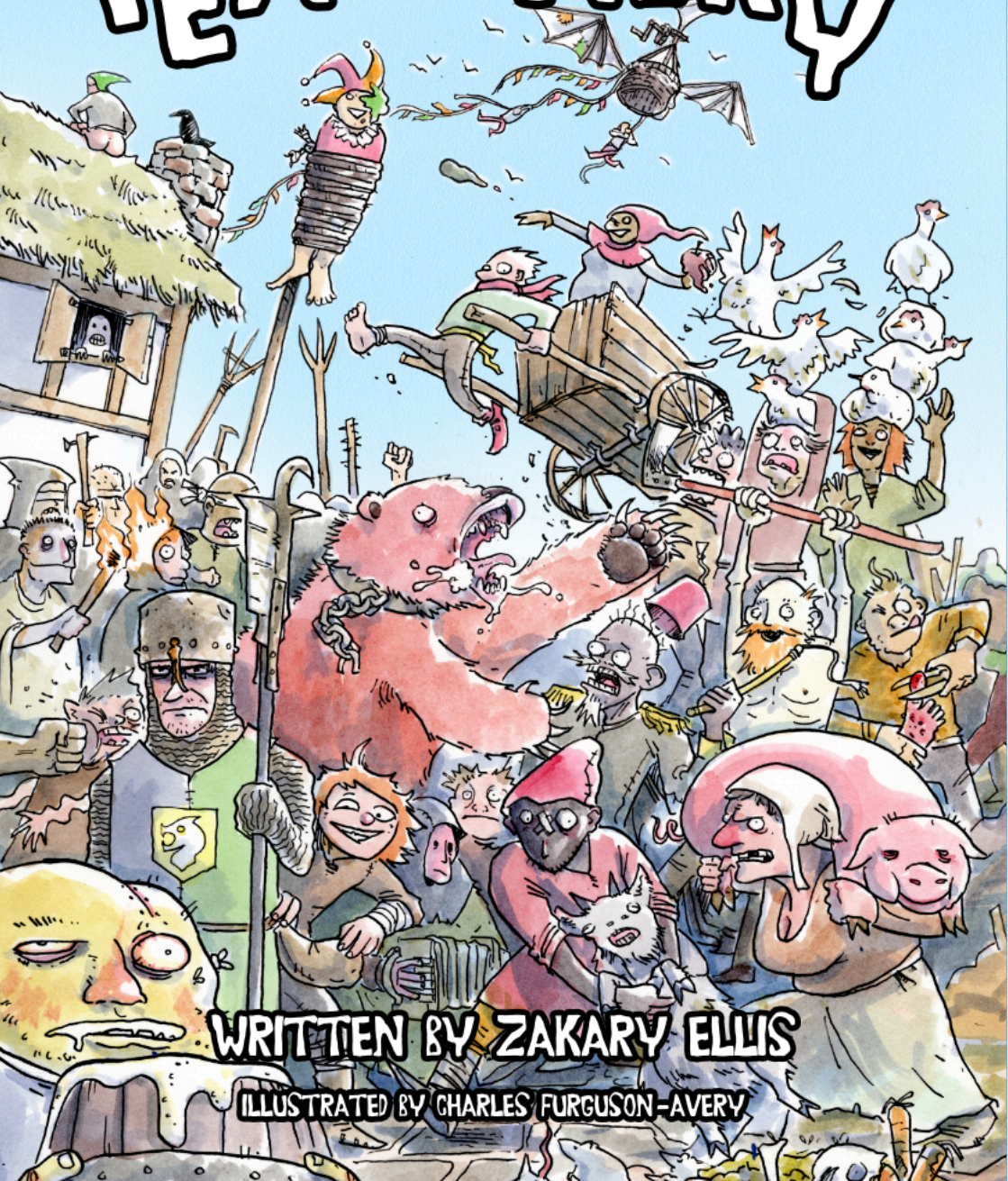


PEASANTRY

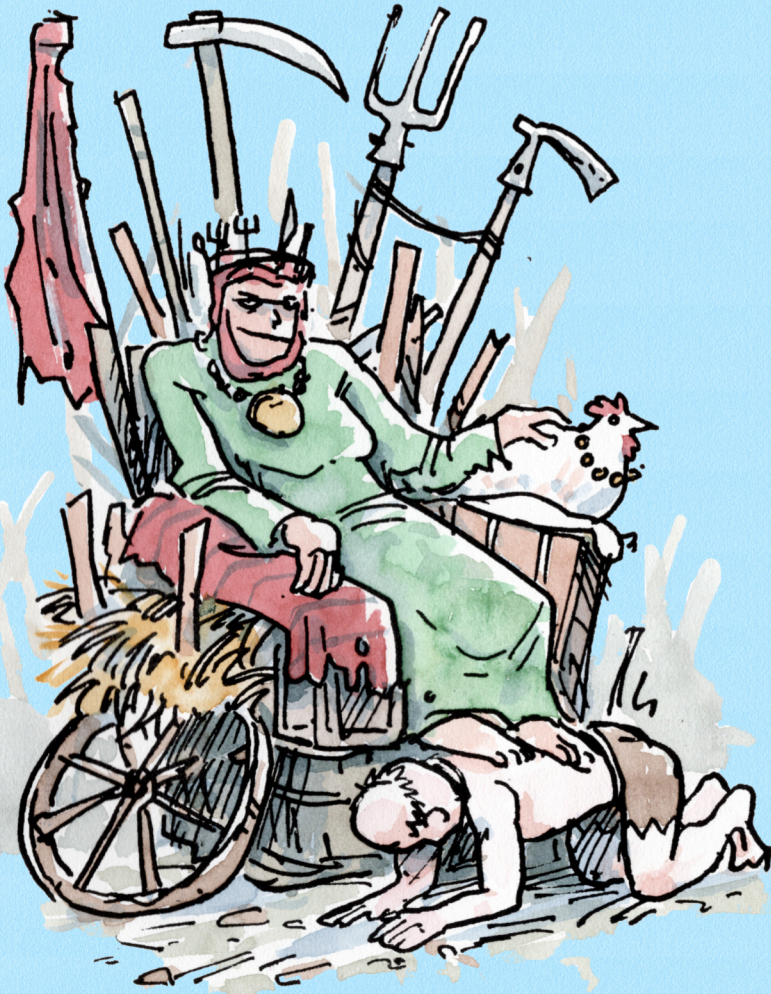


WRITTEN BY ZAKARY ELLIS

ILLUSTRATED BY CHARLES FURGUSON-AVERY

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.



Writing, Design, Layout: Zakary Ellis

Illustrations: Charles Furguson-Avery

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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-under 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, silly tables, custom rules for gaining and spreading afflictions, and dying in spectacular fashion.

Author's Note

(Going to totally write something cool and sentimental here when the game is completed and published. Just you wait...)

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, an Ossified Orangutan, goblin gerd, a very sleepy caterpillar, Duke Allbad the Notsogood, a turtle with a fork strapped to its back, Pandora's Box, a bad pair of shoes, marrying your cousin, gutter gremlins, a book with two spines, bickering pigeons, a cursed pan-flute and so much more...



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. Players who take on this role will work together with other peasants to overcome terrible challenges, monsters, diseases, and ultimately themselves. At the same time, they will also be competing against one another for the coveted title of FILTHIEST PEASANT, which is earned by making 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. Their job is to plan a one-shot adventure for the peasants to explore and enjoy.

One-Shots

Peasantry is designed for one-shot adventures. One-shots are usually designed to be played in a single 2-4 hour session, with a short plot, several encounters, and a small cast of non-player characters (NPCs). See *Running the Game* (xx) 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.

It is recommended to also include tables, chairs, snacks, funny voices, and maybe even a costume. But it is not required.





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.

Success & Failure

Before any checks are made, the GM and peasants should have clear expectations on what success and failure look like:

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

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

Checks

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

To make a check, roll against the most relevant attribute score. Each useful affliction, achievement, item, occupation, or skill adds a +1 bonus to a check. Then roll 1d6+bonuses:

A roll that meets or beats the attribute score succeeds.

A roll that is less than the attribute score is a failure.

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

Situational Bonuses

When any given situation leans in the peasants favor, the GM may award an additional +1 to a check. If the situation looks ill-advised or bleak, they may incur a -1 penalty.

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 checks succeed they are at a stalemate and must reroll.

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

If both checks fail they suffer a conjoined complication.

Working Together

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**, the whole check fails and they all suffer a conjoined complication.

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

Complications

When a **1** is rolled, an unexpected complication occurs. The GM will choose a player to judge, then each other player writes a complication and submits it anonymously to the judge. The judge picks one or more ideas to take effect within the story.

For every idea chosen, the peasant who wrote it earns +1 Dirt. If the GM's idea is chosen, each peasant must add +1 to an attribute.

A complication can be anything that makes the game more difficult, silly, or interesting!

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 players 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 magically 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 talents and traits a peasant is particularly good at. A skill can be used for a +1 bonus to relevant checks! Skills also provide basic subject knowledge.

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

Occupations

Occupation represent a peasants primary job and it also provides a +1 bonus to relevant checks. Each occupation also comes with a useful ability. When used, this ability will always succeed and it occurs near instantaneously. Peasants start each game with three uses of this ability.

You are the expert in your field, if ever questioned about what your job actually is, make sure to let them know.

Items

Weapons, tools, clothes, food, junk, trinkets, thingamabobs, etc. Items inspire creative problem solving and support the peasants wild plans. Items used during a relevant check provide a +1 bonus.

Items may enable actions that would normally be impossible. Chopping trees with your bare hands is unrealistic, but with an axe, it becomes a viable option.

Afflictions

Afflictions represent various wounds, poisons, diseases, madness, or any other permanent damage.

Whenever a peasant suffers any harm, they gain **1 Affliction**.

Each Affliction:

- Fills one of your three slots
- Grants +1 on relevant checks
- Unlocks one **Ability**

Healing

Afflictions are almost impossible to remove. Only very powerful magic, miracle medicine, or extraordinary treatment can heal one. Oftentimes, attempting to remove one will only make it worse...

Abilities

Each time you gain an affliction, gain one of the following abilities:

- **Push:** Permanently add +1 to an attribute, then add 1d6 to a roll.
- **Klepto:** Permanently add +1 to an attribute, then gain an item.
- **Infectious:** Pick another peasant, one of your afflictions spreads to them, then you may reroll any die.

Reset: When you gain an affliction, all ability checkboxes are cleared. Peasants may choose to gain more afflictions at any time.

Blaze of Glory

If you would gain a fourth affliction, take one final glorious action with a +5 bonus, then you immediately die.

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

AFFLICTIONS		ABILITIES	
WHEN YOU GAIN AN AFFLICTION, RESET ALL ABILITIES			
1 _____	-6: → PUSH: +1 TO AN ATTRIBUTE ADD 1d6 TO YOUR ROLL	☐	
2 _____	-6: → KLEPTO: +1 TO AN ATTRIBUTE GAIN AN ITEM	☐	
3 _____	-6: → INFECTIOUS: YOUR AFFLICTION SPREADS TO ANOTHER PEASANT. REROLL ANY DICE	☐	
 BLAZE OF GLORY: TAKE ONE FINAL GLORIOUS ACTION THEN DIE HORRIBLY 			



Desperation

Desperation represents the party's fluctuating luck. It is shared by the whole group and begins at a **4**.

Whenever something relies on pure luck, roll 1d6 with no bonuses:

A roll that meets or beats the score results in a positive outcome. Set the desperation score to the number rolled.

Rolling less than the score results in a negative or undesired outcome. Set the desperation score to the number rolled.

Rolling a 1 results in a strange or unexpected outcome, consult the Pandora's Box rules to resolve. The desperation score remains the same.

A giant d6 in the center of the table makes tracking Desperation easy.

Spotlight Turns

There is no strict turn order in Peasantry. Instead, the GM controls a spotlight, passing it between players as the story unfolds.

While a player has the spotlight, they may take as many actions as needed until the scene naturally shifts to someone else.

Use these guidelines:

- Make sure every player gets their share of the spotlight.
- Peasants can work together, but don't let any one player dominate.
- A spotlight turn ends when something significant happens.
- Significant moments include gaining an affliction, defeating an enemy, falling from a cliff, or climbing onto a dragon's back.

Enemies

There are two types of enemies:

Minions are small feeble creatures. They are often found in groups or in service of a boss. They are slain in a single hit. Multiple minions can be defeated in a single hit.

Bosses are tough and dangerous foes. They are usually encountered alone, or with minions. They are protected by Plot Armor and cannot be defeated until it is removed.

Enemy Actions

Enemy actions occur whenever a peasant fails a check or fails to stop the enemy. This might mean dealing damage, casting a spell, gaining a new plot armor, creating obstacles, or making progress towards their goals. Enemies always succeed on their actions and never need to roll any dice.

Plot Armor

Plot Armor is the collection of obstacles preventing the peasants from defeating a boss. Obstacles can be physical, magical, social, or completely ridiculous.

Maybe the boss has a ten-pack of abs. Maybe they are impossibly beautiful. Maybe they are one of the peasants fathers and they have daddy issues. Whatever the reason, the peasants must overcome every piece of Plot Armor before they can defeat the boss.

Once all Plot Armor has been removed, the boss is vulnerable and can be defeated in a single hit.

Creating Plot Armor: ask each player: *"Why is it impossible to defeat this creature?"* Turn their answers into Plot Armor. Generally three plot armors is enough for a boss.



Achievements

Every Peasantry adventure should include several hidden objectives. The first peasant to complete the objective earns the achievement and +1 dirt point. Achievements may be used to gain a +1 bonus on relevant checks

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

Winning with Dirt

The peasant with the most dirt at the end of the game earns the title of FILTHIEST PEASANT.

Tie Breaker: Tied peasants must have a flyting contest (a medieval rap battle). Give the tied peasants roughly 5 minutes to write down three short flyts. They then must take turns spittin their flyts and proclaiming their fame.

At the end of the flyting, all other players will judge the contest and choose a Filthiest Peasant.

See Flyting & Ridicules (xx) for some inspiration.

Have Fun & Play Safe

The most important aspect of peasantry is to have fun. The game is designed to be silly, ridiculous, and bananas.

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

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



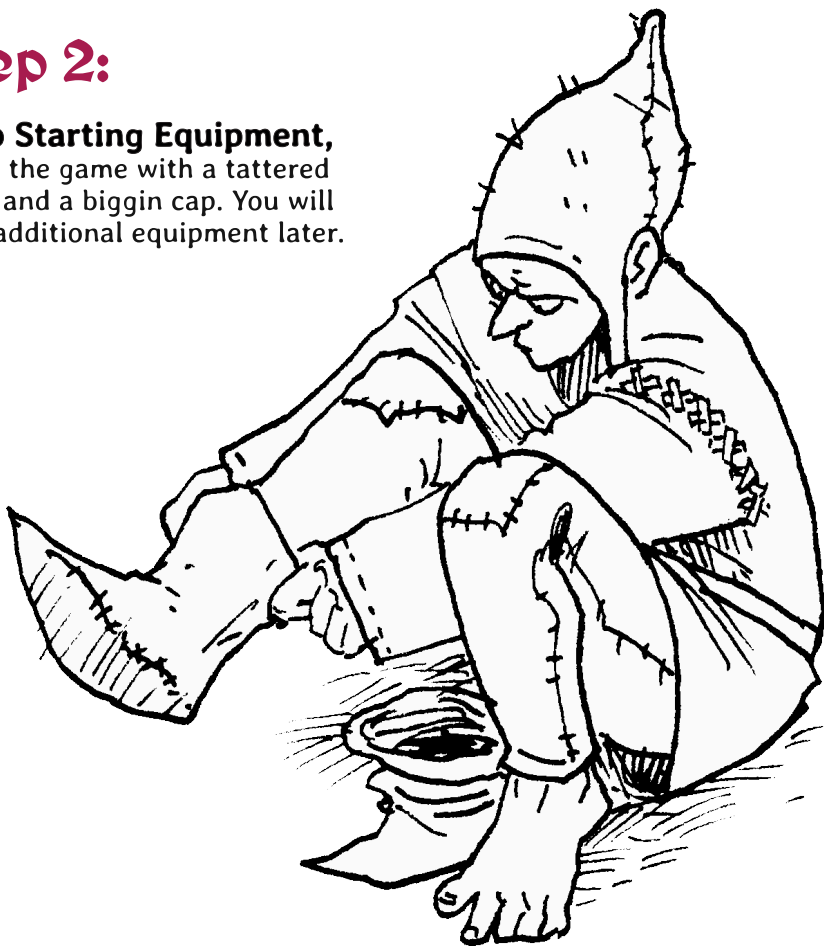
Peasant Creation

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) 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.

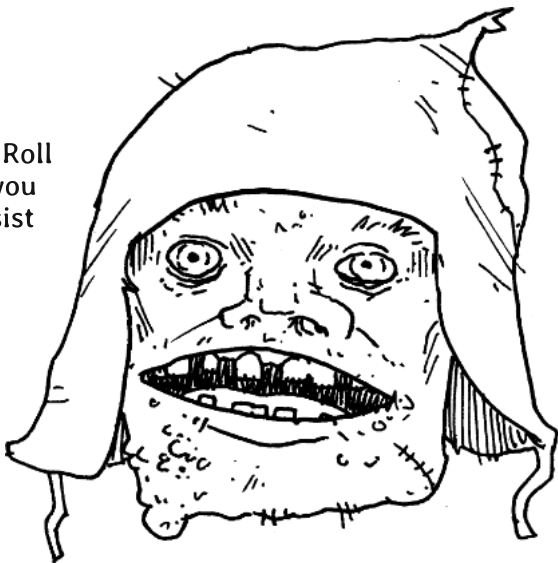
Fragility, is a combination of strength and heart. Roll against your fragility whenever you want to be strong, express emotions, be empathetic, be romantic, or perform physically demanding tasks.

Nasty, is a combination of constitution and belligerence. Roll against your nasty whenever you want to be mean, be gross, resist toxins, be ignorant, 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

Roll a 1d100 and consult the list below to determine your peasants terrible occupation.

Each entry includes an occupation with an ability, **several items**, and a few entries include a **special rule**.

1. Knife-Grinder: sharpen or dull an object or person
Wetstone, a dull knife

2. Body Collector: Obtain a dead body of your choice
Cart, bell, meat hook

3. Sponge Bearer: make a bubble large enough to carry a person
Sponge, hot water bucket

4. Smuggler: make a hidey hole
Stolen goods, a disguise

5. Hangman: create a knot or construct a wobbly scaffold
Rope, executioners hood

6. Beef Twister: contort or twist at an impossible angle
Sausage links, cleaver

7. Clam Kisser: charm an aquatic or shelled creature
Shovel, bucket of clams

8. IronPuddler: reshape a metal
Raw iron, an anvil

9. Rabble-Rouser: convince a minion to join your mob
Torch, pitchfork

10. Soap Licker: make a perfect soap replica of an object
Goats milk, flowers

11. Poison Taster: ignore the effects of something you ate
Poison, herbal tea

12. Moleskin Shaver: remove hair
Oil, a clump of fuzz

13. Fermentor: ferment, spoil, or age an object by 10 years
Beer, mash paddle

14. Fishmonger: gain a fish
Bucket of sardines, hook

15. Pauper: appear so irrelevant your practically invisible
Blanket, moldy bread Ferret

16. Nob Polisher: make a thing sparkle and shine
Wax, cloth, glitter

17. Bone Cutter: gain a bone
Sewing kit, bonesaw

18. Mugger: steal an item
Stolen purse, a shiv

19. Muckraker: flood a small area with mud and sewage
Rake, cart, muck

20. Coal Heaver: create a tunnel
Coal, pickaxe, hardhat

21. Worm Watcher: gain a small slimy and gross creature
Worm jar, soil spoon

22. Pettifogger: create a new law that lawful citizens follow
Fraudulent papers, quill
You learn to read & write

Items are bolded. Special rules are red.
Skills are italicized. Afflictions are underlined.

23. Moocher: ask someone to share, they have to agree
Bright red lipstick. Take an item from another peasant
24. Beggar: beg the GM to avoid an action, they must agree
Old hat, empty cup
25. Turnip Shepherd: grow a plant
Basket of turnips, trowel
26. Snail Snatcher: create a slimy and sticky surface
Vial of purple dye, snail bag
27. Flatulist: create a strong odor and sound combo at range
Bag of beans, loincloth
28. Stench Sniffer: track a smell
Nasal cream, bad perfume
29. Pony Driver: ride any animal
A pony, small cart, whip
30. Knocker-Upper: produce a loud disruptive noise
Long stick, pea shooter
31. Rat Catcher: gain a rodent
Small dog, cheese slice
32. Groom of Stool: investigate a substance and know: who, what, when, where, why, how
Chamberpot, scrubber
33. Muffin Maker: obtain any ingredient of your choosing
Muffins, chef hat
34. Cockfeeder: gain a small bird
Protein rich seeds, cage
35. Mutt Maker: gain a feral dog
Items: litter of mutts, whip
36. Hay Maker: make a pile of hay
Pitchfork, straw hat
37. Fence: make a stolen or illegal item not-stolen and fully legal
Roll twice on the oddities list
38. Ferret Weaver: gain a small woodland creature
Smelly furs, sewing kit
39. Organ Legger: graft an organ or appendage onto a creature. It counts as an affliction.
An organ, sa calpel
40. Mead Muncher: ask someone "heard any rumors?" and they must spill a useful secret
Mead, glass jug
41. Parent: scold a minion and assign them a chore
Your child, heavy buckled belt
42. Slab Stacker: build a wall or platform out of slabs
Pail of mortar, trowel
43. Leech Collector: copy a skill, ability, or affliction. Keep it until you use this ability again.
Jar of leeches, blood vial
44. Tattle-Tale: create a rumor that is now accepted as fact
Spyglass, list of rules
You learn to read & write
45. Yeast Producer: cause an object rise or swell with yeast
Jar of yeast, bread knife
46. Bone Grubber: ask a question from a dead body
Bloody rags, femur

Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.

- | | |
|--|--|
| <p>47. Heckler: make them feel bad
Sack of rotten tomatoes</p> <p>48. Poacher: gain a dead animal
Bow, crooked arrows</p> <p>49. Gambler: win a bet
Loaded dice, dagger</p> <p>50. Pebble Peddler: make a rockslide
Exotic pebble collection</p> <p>51. Hinge Schlicker: unlock a door or make a surface greasy
Hinges, grease</p> <p>52. Scullion: cook any meal
Jug, pot, rolling pin</p> <p>53. Lice Keeper: gain a parasite
Comb, jar of lice</p> <p>54. Fowl Snatcher: catch a thing
Catching glove, fowl</p> <p>55. Royal Fool: tell a joke and everyone must laugh
Cap n' bells, balls</p> <p>56. Scarecrow: scare a creature
Hay, burlap clothing</p> <p>57. Sewer Rat: fit in a tiny space
Rusty dagger, dead rats</p> <p>58. Soil Sorter: gain a small subterranean creature
Bag of soil, sifter</p> <p>59. Cow-tickler: charm a beast
A cow, milk jug</p> <p>60. Toad Toucher: gain a small amphibian or reptile
Jar of flies, wart bag</p> <p>61. Pony Driver: ride any animal
A pony, cart, whip</p> | <p>62. Poultry Plucker: summon a flock of chickens
Feather bag, tweezers</p> <p>63. Skin-stretcher: alter your physical appearance
Hide, skinning knife</p> <p>64. Drug Sampler: cure side effects
A hookah, a pipe, drugs</p> <p>65. Fish-Bender: pull something even if it's incredibly strong
Fishing pole, bait</p> <p>66. Town Crier: create a news article that becomes real
Brass bell, kings letter</p> <p>67. Armpit Plucker: detach a thing from something else
Tweezers, armpit hairs</p> <p>68. Sweat Scraper: give a makeover
Damp cloth, razor</p> <p>69. Prostitute: charm a humanoid
Makeup, skimpy clothes</p> <p>70. Mashmaker: squish an object
Potatoes, masher</p> <p>71. Feather Fluffer: cause a creature to fall asleep
Feather pillow, sleeping cap</p> <p>72. Powder Monkey: rig a thing to make a small explosion
Eyepatch, cutlass</p> <p>73. Hoggard: belch an extremely nasuating cloud of gas
A large hog, slop</p> <p>74. Grave Robber: double the loot
Shovel. Roll once on the Loot the Body List</p> |
|--|--|

Items are bolded. Special rules are red.
Skills are italicized. Afflictions are underlined.

75. Flag-flinger: inspire someone
A heraldic banner, a horn
76. Onion Bagger: make someone snotty and teary eyed
Sack of onions, a hoe
77. Mourner: make someone sad
Tissues, black clothes
78. Gongfarmer: give someone irritable bowel syndrome
Night soil, spade
79. Lick Spittler: charm authority
Shoeshine, buffing cloth
80. Drug Dealer: create a drug
Dagger, trench coat
81. Goat Guardian: defend goats
Two goats, crook
82. Bark Peeler: grow a large tree
Peeling bark, an axe
83. Cheese Squeezer: squeeze it
Wheel of cheese, cheese cloth
84. Drunkard: get someone drunk
Bottle of booze, a shiv
85. Vomit Collector: make a creature puke
Vomit bin, broom
86. Piss Prophet: the GM must answer a yes or no question
Stained smock, tarot cards
87. Vagrant: gain entry to a place
Sturdy boots, tobacco
88. Shit-Stirer: clog or unclog
Bucket of slop, stick
89. Ditch Digger: make a hole
A shovel, tall boots
90. Local Half-Wit: if anyone ever says "that won't work" you say "it's so stupid it might work" and then it actually works
Bent spoon, key shaped stick
91. Freebooter: slay a minion or destroy a plot armor
Iron helmet, spear
92. Sock Knitter: sew together any fabrics, or make a clothing item
Socks, knitting pins
93. Rock Getter: aquire a boulder, or have it rolling into the scene
Basket of rocks
94. Mudlark: make an entrance or exit into the sewers from here
Garbage sack, poker
95. Fake Scribe: create a illegible, but convincing forgery
Paper, ink, quill, glue
96. Bootjack: place, replace, or take something on a foot
Boot, shoe, sandal
97. Gravedigger: tell a ghost story, summon an unfriendly ghost
Grave stone, spade
98. Bungled Bard: at the start of the game choose a song. Gain the powers of that song briefly when activating this ability
Instrument, floppy muffin hat
99. Stick Finisher: create a small wooden fortification
Hiking stick, whittlers knife
100. Honey Suckler: summon bees
Honey, a small 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!

Each entry includes **some items**, One affliction, one skill, and a few entries include **a special rule**.

1. You have the plague. **A live chicken and a dead chicken.**

*Vicary Method**

2. You are so ugly it hurts. **A paper bag with eyeholes.**

Disturbed

3. You've seen the kraken and lived to tell the tale. A suction cup scar. **A fishhook.**

Tall Tales

4. You were mugged. A black eye. **A 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.**

Nailed It

7. You were nearly disemboweled by a boar. A nasty stomach scar. **Boar Tusk.**

Iron Gut

8. You were lost in the desert. **A Cactus.**

Sunburn. Hydration

9. You have frenzied night cravings. **A stolen roasted turkey.**

Night Owl

10. You ate from **a jar of pig's fat**. Hypertension. *Greasy*

11. You lost your arm in a milling accident and now pretend to be a disabled veteran. **A crutch.**

Medieval warfare

12. You've had a growth spurt! You are unnaturally tall. **Extra large shoes.**

From Above!

13. You were locked in a cage by a hag for years. **Unknown Elixir.**

Paranoia

14. You have really waxy ears. **A candle.**

Wicking

15. You used a moldy rye to make **a hallucinogenic bread**.

Stoned. *Baking*

16. You dream of adventure at sea. **A floppy hat and an eyepatch.**

Scurvy. *Pirating*

17. You walked through a bush and are now covered in rashes. **A scratching stick.**

Itching

18. You fell out a window. A limp. **A crutch.**

Depth Perception

19. You touched a dead body and got leprosy. **Bandages.**

Flaky

20. An evil wizard conducted experiments on you. A monkey tail. **3 Bananas.**

Climbing

21. A horse ran you over. A hoof print mark. **Horseshoe.**

Horses

22. You have mushrooms growing on your feet. **Mushroom knife.**

Psychedelics

* Medical treatment where a chicken was strapped to a patient's swollen pustules

Items are bolded. Special rules are red.
Skills are italicized. Afflictions are underlined.

23. You have irritable bowel syndrome. **Herbal Tea**. *Urgency*
24. You ate a bad tomato and got mumps. **Bucket of rotten tomatoes**. *Throwing*
25. You accidentally cast your hand in solid iron. **A socket adapter for your fist**. *Iron Fist*
26. In a fit of madness you made a **bizarre painting**. *Tortured artist*
27. You were born with Cyclopia. **A large monocle**. *Behold!*
28. You fought in the war. A scar across your right eye. **Iron shoulder pauldrons**. *Weapons*
29. You forgot to clean your ass and now you are chafing. **A tersorium***. *Waddling*
30. You cuddled a **chicken** now have chicken pox. *Sneezing*
31. Your eyesight is failing you. **Sketchbook**. *Bird Watcher*
32. You stepped in a **bear trap**, and got a broken leg. *Trapping*
33. You were stuck in a Chimney. A wretched cough. **A Broom**. *Squeezing*
34. You were once a vampire's thrall. Sunlight vulnerability. **A small red vial**. *Lust*
35. As a professional body double you were nearly killed in an assassination. A protruding crossbow bolt. **A nice outfit**. *Sophisticated*
36. You are drunk off your ass. **A bottle of mead**. *Interventions*
37. You were pricked by a **red rose thorn**. Lockjaw. *Gardening*
38. You are a terrible smoker. Asthma. **Tobacco**. *Chaining*
39. You stared at the moon and the moon stared back. Lunatic. **Moonrock**. *Mooning*
40. You made a crude joke at a tavern. A broken nose. **A jug of ale**. *Crude*
41. You're your own best friend. **A small pocket mirror**. Psychosis. *Self-talk*
42. You have out of control facial hair. **Jar of wax**. *Grooming*
43. A mad scientist experimented on you. **Choose a peasant, steal 1 attribute point from them, you both get a wretched scar**. **A scalpel**. *Blood Pact*
44. You fell in a tar pit, you are very sticky. **A fossilized elephant bone**. *Sticky*



* A sea sponge attached to a stick

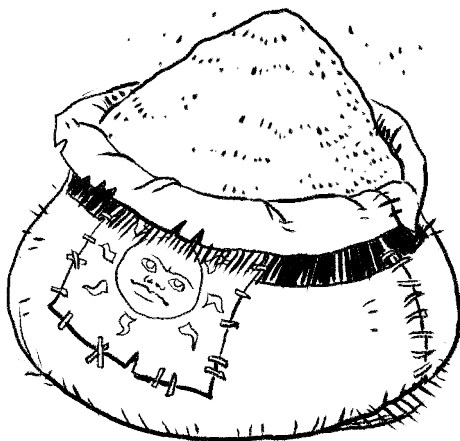
Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.

45. You stared into the abyss. **A black glowing rock.** Insanity. *Otherworldly*
46. You are a neanderthal that recently unfroze from **a block of ice.** *Rocks*
47. You bathe like a pig in mud. Swine Flu. **A bucket of mud.** *Pigging out*
48. Your tongue was cut out after a poorly timed joke. **A tongue in a jar.** *Mumbling*
49. The skirmishers used you for target practice. A hole in your torso. **A javelin.** *Targets*
50. You like to soak your feet in bogwater. Ringworm. **Chunk of mossy peat.** *Swamps*
51. You caught a bad case of the sniffles. **Tissues.** *Nosey*
52. You stole **an egg from an eagle.** Missing left eyeball. *Climbing*
53. After falling madly in love with **a frog**, you developed facial warts. *Amphibians*
54. You looked into the future and saw jean shorts, pineapple pizza, and spiky hair. Traumatized. **Crystal ball.** *Seer*



Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.

55. You lost all your teeth. **A bag full of teeth**. *Gumming*
56. Your village was afflicted with dancing mania. **Dancing boots**. *Loose Feet*
57. A trial by combat settled your divorce. A broken heart. **A sack of bloody rocks**. *Divorce*
58. You toured the kingdom with the circus. Unnatural hair growth. **Tight vest and fez**. *Monkey noises*
59. You caught **a rat** and shared a meal with a friend. **Choose another peasant, you both have the plague**. *Meal planning*
60. You are a wartorn veteran. PTSD. **A large knife**. *Ghosts*
61. You were lost at sea for 7 months. Dehydration. **Driftwood**. *Paddling*
62. You are emotionally attached to **a wooden sword named Excalibur**, and you believe that you are a knight. *Heroism*
63. You had a solo in the choir. Delusions of grandeur. **Finger cymbals**. *Vibrato*
64. You were shot by an archer, you took his fingers. An arrow in your back. **Two fingers on a necklace**. *Amputation*
65. A jousting lance shattered and splintered, shooting wooden shrapnel into your torso. **A broken lance**. *Tourney's*



66. You were in a runaway wagon accident. Your head is stuck in a wagon wheel. *Steering*
67. Got the gout. **Itch cream**. *Gotcha*
68. You were stabbed by **a rusty nail**, you had to have your arm amputated. *Infections*
69. You are still a child. **A stuffed doll**. *Ignorance*
70. You are double jointed. **A small box**. *Contortion*
71. You were once a prospective knife juggler. A missing hand. **Juggling knives**. *Juggling*
72. You joined the flagellants*. **A wood plank**. A bone spur. *Piety*
73. You went to the market and made a trade. Missing piggy toe. **A piglet**. *Bartering*
74. You could take a nap right now. Narcolepsy. **A pillow**. *Falling*

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

Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.

75. You are allergic to bees. **A bug net hat.** *Swatting*

76. You served as an archer in the war. Missing two fingers. **A cracked bow.** *Drawing*

77. You swallowed **a handful of rocks**. You have Dysphagia. *Geology*



78. A witch turned you into an ox for 6 years. A taste for grass. **Bundle of grass.** *Moo*

79. A werewolf bit you have actual uncontrollable lycanthropy. **An extra tunic.** *Ferocity*

80. After hitting your head you bought **an iron kettle helm**. Concussed. *Use Your Head*

81. You grew a bunion. **A pumice stone.** *Hopping*

82. You have enormously powerful farts. **Two loincloths.** *Projectiles*

83. You're on the verge of a great discovery. **Book of scribbles and doodles.** Divine Madness. *Scribbling*

84. You saw a bear do it. **Raw salmon.** Salmonella. *Meats*

85. A dog bit you and now you have clinical lycanthropy. **A cow's femur.** *Howling*

86. You were raised by wolves. Mangy. **A wolf friend.** *Howling*

87. You attempted to fly using **a pine and silk ornithopter**. A broken hip. *Flying machines*

88. Your fathers a troll. Big nose and ears. **Spiked club.** *Riddles*

89. You have a skin tag that can predict the weather. **An umbrella.** *Meteorology*

90. You went to a pox party as a kid. **Choose another peasant, you both get shingles.** **A small blanket.** *Partying*

91. You have third degree burns from punching a campfire. **Bucket.** *Firefighting*

92. You were struck by lightning. Frizzy hair. **A comb.** *Fast*

93. You're a dead man. **A wanted poster.** Schizophrenia. *Escaping*

94. You crawled out of a grave. A ghoulisn visage. **Your own headstone.** *Clawing*

95. You have a strange accidental tattoo. **A bottle of swill.** *Regret*

Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.

96. You've never left home until now. Socially inept. **Stuffed Animal**. *Cloistered*
97. Your mom was a gorilla, your half gorilla. **Beetles**. *Flexing*
98. You were the halftime show in a gladiatorial arena. Lions bite marks. **Gladius**. *Fight or Flight*
99. Your family is cursed with 99 years of bad luck. **A salt shaker**. *Misfortune*
100. Happy birthday, you are 100 years old. **A wooden cane and a cake**. *Centenarian*



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 sinister dagger.** *Betrayal*
5. You escaped being eaten by a savage tribe of cannibals. **A dart gun.** *Toxins*
6. You were raised by seven dwarves. **A beard.** *Singing*
7. You've won the wheelbarrow races 3 years running. **Black leather gloves.** *Handstands*
8. The flames of your burning village still clouds your memory. **A half burned children's toy.** *Survivor's Guilt*
9. You swindled another peasant. **Swap any item with another peasants item.** *Swindle*
10. You are a chess prodigy. **Hand carved queen piece.** *Chess*
11. You got to imitate the Baron during The Feast of Fools*. **100 year spiced wine.** *Lordliness*
12. You were nobility of a lost kingdom. You have gone into hiding amongst the peasantry. **A diamond signet.** *Pompous*
13. You inherited a **70 year old sourdough starter.** *Kneading*
14. In an effort to stabilize the market, you suggested a transition to paper currency. **Paper money.** *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 are boring. **A stick.** *Boring*
18. You met the King once. **A map of the kingdom.** *Politics*
19. You dodged the draft and fled your country. **Family heirloom sword.** *Coward*
20. You can churn butter like no one else. **Butter.** *Churning*
21. The chosen one! **You must talk in the third person and narrate your chronicles.** *The MacGuffin. Main character energy*
22. You knocked the socks right off of them! **A pair of brown socks.** *Uppercuts*

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

Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.

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.** *Bellyaching*
25. You got lost in a library. **A child's book. You learn to read an write.** *Dewey Decimal*
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. **A shrub costume.** *Staying Still*
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 persecuted a pig for homicide. **Powdered wig.** *Animal Larv*



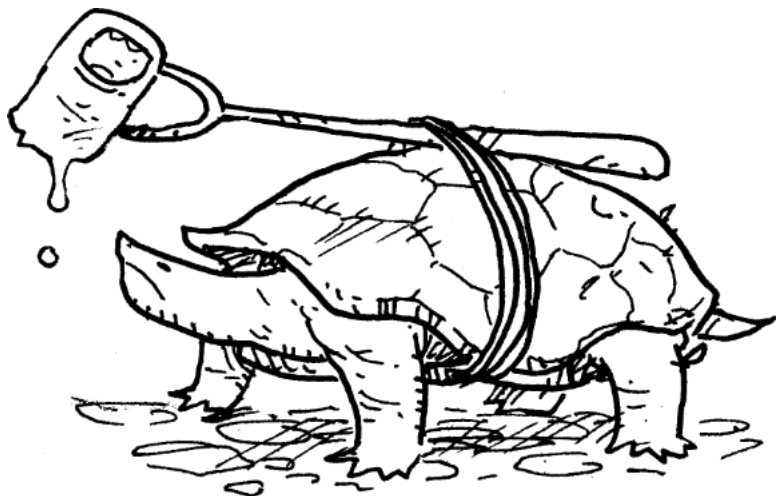
Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.

33. You're the legendary tooth nabber. **Choose a peasant, they get periodontitis.** Large pliers. *Nabbing*
34. The trees whisper secrets into your ear. **A sprig.** *Tree Hugging*
35. You are on the hunt for Gertrude, your long lost pet chicken. **A net.** *Chickens*
36. You found a mysterious **box containing an infinite number of socks.** *Pairing*
37. You like to prance like a horse. **Bridle.** *Prancing*
38. You lost someone close to you. **A bottle of liquor.** *Longing*
39. You collect warts. **Choose another peasant, they gain an exotic wart.** Wart box. *Warts*
40. You met a pirate once, they gave you **a parrot and crackers.** *Knots*
41. You have **a daughter named Beatrice**, she is exactly like her mother. *Parenting*
42. You stole **a sterling silver teapot** from your grandma. *Disowned*
43. You were possessed by an evil spirit. **The holy book.** *Exorcist*
44. You are a fraud. **Copy another peasants occupation and count is as a skill.** **A fake mustache.**
45. It was on sale! **A disturbing baby figurine.** *Thrifty*
46. You time-traveled from a future full of science and tech. **A modern camera.** *Science*
47. You have hid in the woods for a great many years. **A moss shirt.** *Hermitage*
48. **A curse causes all gold you touch to turn into cheese.** **A bar of solid cheese.** *Cheddar*
49. Your chicken laid **an egg the size of a watermelon.** **A dead chicken.** *Omelets*
50. You're an expert shinty peasant. **Curved wooden stick and ball.** *Shinty**
51. You're have a twin. **Choose a peasant to be your twin, they gain one of your skills.** Matching shirts. *Samesies*
52. You survived the plague. **A bloody back scratcher.** *Gross*



* An old Scottish game similar to hurling or field hockey

Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.



53. After a bitter argument you learned how to strap a pig to a catapult. **A pig, some rope.** *When Pigs Fly*
54. You convinced a monster to eat your neighbor. **Your neighbor's cool hat.** *Monsters*
55. You didn't have to do that... **Choose another peasant and give them a peculiarity of your choice.** *Gifting*
56. You have a fascination for eyes. **A jar of eyeballs.** *Balls*
57. You were born in a brothel. **A skimpy outfit.** *Stripping*
58. You joined a pyramid scheme. **Business cards.** *Triangles*
59. You were inducted into the cult of the three eyed ram. **Ram embroidered robes.** *Fanatics*
60. The annual turtle races is soon. You've trained **an 89 year old snapping turtle.** *Turtles*
61. You ransacked a village. They called you a barbarian. **A fur pelt.** *Battle Cry*
62. You found **a stray cat named Bubbles.** They don't like you. *Petting*
63. You've won the goat show competition two years running! **A goat.** *Goat Tricks*
64. You escaped the law after a drunk escapade. **Bottle of beer.** *Swigging*
65. You met a wizard once! **A pointy hat.** *Magic Spells*
66. **Choose another peasant, you owe them a life debt for saving your life.** **A big fancy contract.** *Indebted*

Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.



67. It practically wants to play itself! **The Cursed Panflute of Feuchtwangen***. *Pipes*

68. You ran away from home in search of greatness. **A faulty compass**. *Aspirations*

69. You just got laid. **Provocative nightwear**. *Flirting*

70. You found **a fancy hat**. *Style*

71. You barely escaped hanging. **Rusty scissors**. *Timing*

72. You believe you caught a fairy and are determined to have your wishes fulfilled. **A moth**. *Children's stories*

73. You didn't pay taxes. **A small box of coins**. *Tax Evasion*

74. You picked through the bodies of a recent battle. **A broken kettle helm**. *Looting*

75. You brought **your favorite lawn gnome** with you! *Lawns*

76. You spent years in a amateur wrestling club. **A sweaty luchador Mask**. *Grappling*

77. You have been tasked with planting **the seeds of darkness**. *Propagate*

78. A riptide pulled your most treasured possession far out to sea. **Replace one piece of equipment with a Conch Shell**. *Oceans*

79. You make the best nicknames! **Replace up to 4 letters in a peasants name, the old name is forgotten**. *Nicknames*

80. You had your fortune read by a seer. **You have a mysterious scroll**. *Skepticism*

81. You have an invisibility cloak that only works if you truly believe. **A bedsheet**. *Belief*

82. Your home was destroyed by an earthquake. **Seismoscope**. *Magnitude*

83. They will tell stories about you... not good ones. **Tripwire**. *Pranks*

84. You used to be the errand boy for a local lord. **Youth sized boots**. *Gossip*

85. You have no equal when it comes to clogging. **Lacquered Clogs**. *Clogging*

86. You come from a family of vampire hunters. **A wooden stake**. *Vampires*

* A Bavarian city that roughly translates to "moist cheeks"

Items are **bolded**. **Special rules are red.**
Skills are italicized. Afflictions are underlined.

87. After a failed stew, you created **an unusual potion**.

Alchemy

88. You deserted the King's army. **Crossbow with bolts.**

Archery

89. You wield **a rusty fork** as your primary self-defense.

Forking

90. You disguised yourself as a monk and stole **a relic**.

Divine

91. You are an expert forager. **Veggies from your neighbors garden.**

Foraging

92. You have a pair of **shoes with the toes blown out**.

Traveling

93. You were abandoned on the streets. **A rat named Jimmy.**

Pickpocket

94. A storm is brewing. **You may summon a thunderstorm once per game.**

A metal rod.

Meteorology

95. You have a bitter rivalry with another peasant. **Choose another peasant to be your rival, you get an extra +1 bonus to outperform them.**

A tally stick.

Grudge

96. You lost a bet and ate **some worms**... you liked the taste.

Squirm

97. You must protect your celibacy. **A chastity belt.**

Purity

98. You are related to the villain. **A mask 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.**



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 a peasant to be your cousin, each of you gets a gold wedding band.** *Marriage*
2. You've never been cleaner. **Demonic Washboard of Morski Pes*.** *Washing*
3. Your favorite cow Bessey died recently. **Pounds of beef.** *Love*
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, give them an oddity of your choice.** **Gift box.** *Eccentric*
7. You're recently widowed. **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. **Three jugs of milk.** *Verdict*
11. You streak in crowded streets. **Give your clothes to another peasant.** **Rubbing oil.** *Brisk*
12. Your parents died in the war. **A broken sword.** *Orphan*
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. You have **5 doll-hairs.** *Thrifty*
16. You used to be the Dark Ones evil henchman. **Evil minion attire.** *Maniacal laugh*
17. You've got **front row tickets to the upcoming beheading.** *Splash Zone*
18. You met a Knight once and cant shut up about it. **#1 Knight Fan Merch.** *Knights*
19. You made friends with **a squirrel named Skrat** and live in a tree. *Nuts*
20. You won a local dance competition. **Dancing Shoes.** *Erratic Movements*
21. You always look your best. **Bow tie and suspenders.** *Flair*
22. You secretly work for a major industry trying to market its products to peasants. **Free samples.** *Profiling*

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

Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.

23. You were a whipping boy for a lord. **Soothing cream**. *Crying*

24. You can read the fortunes of others through ritual sacrifice of crabs. Three Crabs. *Mystic*

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've struck gold! **A massive booger**. *Gold-digger*

28. You live in a cave. **A stalactite**.
Nocturnal

29. You're a member of a one man band! **Each player gives an instrument for you**. *Music*

30. You have **proof that the king is a lizard man**. *Bogus*

31. You carry **a massive log** in preparation for the highland games. *Strong*

32. You entered a forbidden crypt. **A human skull**. *Burial rites*

33. You live under a bridge. **Pouch of coins**. *Tolls and Trolls*

34. A merchant took pity on your demeaning attire. **Trousers and a blouse**. *Self-loathing*

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**. *Shakespeare*



36. You found **a corked beehive**.
Honey

37. You stumbled upon remnants of a raided merchant wagon. **Roll for an oddity**. *Looting*

38. You have a taste for sweets. **A small pouch of candy**. *Sweets*

39. You're a stress eater. **You can reroll an anxiety check by eating all nearby food. A cheese wheel**. *Swallow*

40. You were once a squire. **A heraldic banner**. *Chivalry*

41. You had to steal to survive. **A loaf of bread**. *Street rat*

42. You are a natural with the drums. **Drums made from lambskin**. *Percussion*

43. You were banished from your village. **A hobo sack**. *Outcast*

44. You were lost in the jungle. **A chameleon**. *Tropical*

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

Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.

45. You are the revolution leader, destined to usurp the tyranny. You have **a follower**. *Conspiracy*
46. You lost half your name in a bet. **Remove half the letters in your name**. **Altered birth certificate**. *Integrity*
47. You know of a secret grotto filled with cave drawings. **An ancient artifact**. *Antiquity*
48. You are a hopeless romantic and are easily infatuated. **A bouquet of roses**. *Romance*
49. You have **a mean son named Timmy**, you fear him. *Family*
50. You were abducted by aliens. **A probe**. *Aliens*
51. You enjoy feeding birds, **unknownst to you a flock of starlings began to worship you as a god**. **Bread**. *Birder*
52. You stole **a very large and ornate codpiece** off a nobleman. *Packing*
53. You are pretending it's your birthday. **A birthday cake and hat**. *Festivities*
54. **Every plant you touch dies**. **A dead plant**. *Black Thumb*
55. A rotund man in a red suit brought you **a cookie**. *Holiday*
56. You believe the planet is flat. **Wood toys of geometric shapes**. *Flat Earth Theory*
57. You secretly grow **opium** in your hovel. *Home-Grown*
58. Your lover was kidnapped, now you scour the land to find them. **Shiny sword**. *Galavant*
59. You got into a flyt over **a rather exquisite hat with a plume of feathers**. *Flying**
60. You owe considerable debts. **Pants with holes in the pockets**. *Gambling*
61. You did something bad. **Choose another peasant and give them an affliction of your choice**. **A club**. *Bullying*
62. You worked in the mines as a child. **A lump of coal**. *Mining*
63. You played catch with your dad before he died from the plague. **A ball**. *Throwing*
64. You experimented on plague victims. **Leeches**. *Humor*



* Poets would face off in a verbal exchange of verse-from insults, aka a rap battle

Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.

65. After years of saving, you managed to buy your first horse. **A mini horse**. *Riding*
66. Candles are too expensive so you caught **a jar full of fireflies** instead. *Insects*
67. All your crops died during the blight. **Some moldy potatoes**. *Farming*
68. You were born in darkness and have a tragic backstory. **Black makeup**. *Goth*
69. You got laid off. **Gain a second occupation**. *Moonlighting*
70. You survived the massacre of Złe Mięso. **The bloody sickle of Złe Mięso***. *Frantic*
71. You had to kill your brother, a great evil had befallen him. **A bloody rock**. *Fratricide*
72. You share the same birthday as another peasant. **Choose another peasant, you both get a piece of cake**. *Celebration*
73. You caught **a catfish** with your bare hands. *Catfishing*
74. You saw a magic show once. **Playing cards**. *Magic Tricks*
75. You've worked up quite the sweat weeding the garden. **A dirty hoe**. *Glistening*
76. You prayed to the gods for fortune. **An idol**. *Pantheon*
77. You stole from a haberdasher. **A very silly hat**. *Silly*



78. You always announce your arrival with **a horn**. *Heralding*
79. You have typhoid, but are asymptomatic. **Choose another peasant and give them a bowl of soup and Typhoid**. *Cooking*
80. You enjoyed a beautiful day of flower picking. **Dandelions**. *Frolicking*
81. A tsunami pulled your village into the sea. **Driftwood**. *Waves*
82. You died, a necromancer brought you back to life. **Your beating heart**. *Death Wish*
83. You traded a cow for **a handful of mysterious nuts**. *Folklore*
84. You almost drowned... twice. **A flask of seawater**. *Sinking*
85. Things haven't been the same since the flood. **Paddle**. *Floods*
86. As a child you fought in an underground child wrestling ring. **A small champion belt**. *Wrestling*

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

Items are **bolded**. **Special rules are red**.
Skills are italicized. Afflictions are underlined.

87. You sing songs from the tops of great mountains. **An ibex.**
Throat singing

88. You returned from the valley of no return. **A romantic fantasy novel.** *Arthurian legend*

89. You had your fortune read, it didn't look good. **A rabbit's foot.** *Intuition*

90. You've grown numb to the carnage of the world. **A cleaver.** *Butchering*

91. You've concocted **a nasty poison made from platypus venom.** *Venomous or poisonous?*

92. You sifted through a pile of rocks and found **a fossilized dinosaur egg.** *Dragons*

93. You are being followed by a murder of crows. **A scarecrow.**
Murder

94. You eat a balanced diet. **A fruit, a veggie, and a grain.**
Nutrition

95. You are forced into marriage. **A bridal dress.** *Reluctance*

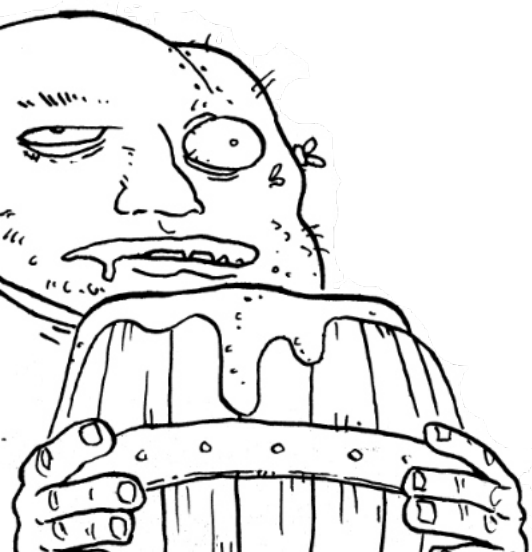
96. Your grandfather was the best haystacker of his generation. **Double-sided pitchfork.**
Haystacking

97. You can divine someone's fate from palm readings. **A sprig of sage.** *Palm Reading*

98. You have sad puppy dog eyes. **Wet tissues.** *Begging*

99. You've captured **the very last dodo bird in existence.** *Exotic*

100. A witch cursed you to live in another peasants shoes. **Trade characters with a peasant and 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. Bag full of peculiar snail shells
40. Pandora's Box!
41. Sock puppet with buttons eyes
42. Blood-stained coin
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. Secret admirer's love letter

49. Hunting knife made of antlers
50. Pandora's Box!
51. Sack of sacks
52. A small pouch of coins
53. 50% Off Coupon! Woop Woop!
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. Bread, butter, and a knife
62. Kettle helm with a small dent
63. Floppy hat with a feather in it
64. A bar of soap and a loofah
65. Oddity!
66. A coat with 12 pockets
67. Whistle that calls a falcon
68. Impressive monkey carving
69. A bottle of perfume
70. Pandora's Box!
71. Fake mustache collection
72. Big hammer with blood stains
73. Fancy restaurant reservation
74. A sapphire necklace
75. Oddity!
76. A dangerous spell scroll
77. Fancy velvet clothes
78. A silver sword
79. A strange purple gemstone
80. Pandora's Box!
81. A small satchel of opium
82. A small satchel of gunpowder
83. An explosive arrow
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. Mini obelisk of the dark one
90. Pandora's Box!
91. A pristine chainmail hauberk
92. Front row tickets to the opera
93. A nobles incriminating journal
94. Pouch of 10 gemstones
95. Oddity!
96. Unfinished will of a merchant
97. Monarchs invitation for tea
98. Degree from the naval academy
99. Deed to a small country home
100. Pandora's Box!



Oddities

Oddities are strange and obscure items. They may be magic, maybe cursed, may be weird, or they may be completely mundane!

1. Long coat with an extra sleeve
2. Butterfly in a jar. Open it and a doom croaker 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. Pair of sandals that never slip
12. A horn that spurts sea water
13. A belt that turns into a snake
14. Child's doll with spider eyes
15. Salt that makes food taste dirty
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. 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 quick release bottom
24. Skeletal hand that grabs things
25. A mask of one of your friends
26. Thimble of endless salt water
27. Handkerchief that never soils
28. Ceremonial robes of a cult
29. A book with two spines
30. An egg as hard as iron
31. A six-sided die that provides vague truths about the world
32. A perfume with a thumb inside
33. Hourglass that's 5 minutes long
34. Flute that plays like a harmonica
35. A clamshell with an eyeball growing inside
36. Frictionless skipping stone
37. A stone that whispers secrets
38. Anklet visible under moonlight
39. Spider with nine legs
40. A kabob of a moth, spider, frog, snake, and small falcon
41. Tunic of unusual proportions
42. Drum made with a cow udder
43. A false bottom drinking glass
44. Lollipop in the shape of a skull
45. A basket of strange fruits
46. Three elf ears on a necklace
47. Thousand year mulberry wine.
48. Scroll case filled with potatoes

49. Crossbow that fires three bolts
50. Purple dust. Lets you speak to flowers and see unicorns
51. A cat charm that meows when near danger, milk, or mice
52. Sickle with a backwards blade
53. Odd multitool. Each peasant names a mundane item and the tool gains all features.
54. Animal tail bracelets
55. Hat that occasionally enlarges
56. An animated tongue in a jar
57. Socks that slip on any surface
58. An orange rock that sweats
59. An acorn with a face and legs
60. Blanket that swaddles its user
61. Arrow unaffected by gravity
62. A small urn filled with cookies
63. Rope that only tangles more
64. A heart that still beats
65. Candle that grows as it burns
66. A vial full of hair
67. A broom of perfect balance
68. A bat petrified in stone
69. An icy glass sphere with a snowstorm floating inside
70. Music box of haunting lullabies
71. A pair of giants boots
72. Never ending mint candy
73. Porcelain pitcher of grape jelly
74. Sequin gloves of delicacy
75. A very shiny belt buckle that can blind your foe's
76. Flower that blooms in darkness
77. Marionette of your father
78. A bottle of sweat
79. A stick-on mustache that curls and unfurls with emotions
80. A lute that sounds like a piano
81. Worm that crawls up your nose
82. A potion that swaps a random attribute with another peasants
83. A painting where the art changes every few days
84. Crumpled paper with sketches that change anytime it's opened
85. Three mice that fake blindness
86. An aluminum can
87. A set of dice that rolls poorly
88. An inside out frog, it's alive
89. A foldable stool
90. A voice activated quill and ink
91. Crutch made of broken bones
92. A self-regenerating apple
93. A girdle that only gets tighter
94. Two cups attached by a string.
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. Glass nose with flared nostrils
100. One hundred nuts in a jar.