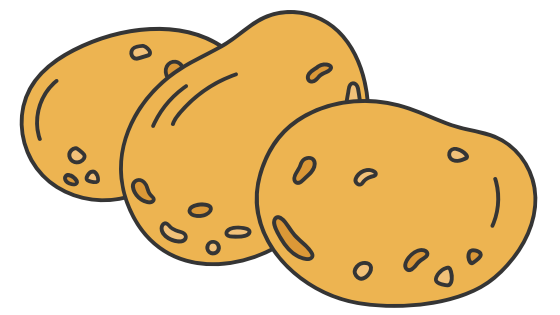




FAMINE

A TTRPG by ALICE ROWENA WILSON



You are a medieval peasant. Your job is to save your village from famine. You have three options: dig, pray or fight.

CHARACTER CREATION

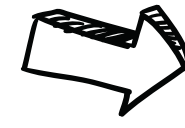
1. For your name, roll 2d10 and combine.

if thou art male

- | | |
|---------------|----------------------|
| 1. Wiglaf | 1. the Rotten |
| 2. Cadwallon | 2. the Stumpy |
| 3. Ordwig | 3. the Chubby |
| 4. Puttoc | 4. the Hairy-Footed |
| 5. Aethelnoth | 5. the Small |
| 6. Smeawine | 6. the Bald |
| 7. Framric | 7. the Quarrelsome |
| 8. Spearhagoc | 8. the Fine-Haired |
| 9. Ecgulf | 9. the Farter |
| 10. Ulferth | 10. the Nice-But-Dim |

if thou art female

- | | |
|---------------|-------------------|
| 1. Nothgyth | 1. the Cruel |
| 2. Hildeburg | 2. the Gouty |
| 3. Beadohild | 3. the Happy |
| 4. Frythegith | 4. the Strong |
| 5. Herelufu | 5. the Wild |
| 6. Leogifu | 6. the Beggar |
| 7. Gytha | 7. the Complainer |
| 8. Wulfwaru | 8. the Coward |
| 9. Ricola | 9. the Stinky |
| 10. Cuthberg | 10. the Ugly |



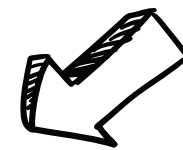
2. Roll d6 for your favourite crop.

1. Potatoes
2. Wheat
3. Cabbages
4. Onions
5. Peas
6. Beans



IMPORTANT! You MUST mention this crop at every opportunity. You receive a bonus of +1 for any action involving this crop.

3. Assign yourself stats: -1, 0, 1. Each player must have a different combination.



DIGGING: A simple question: how good are you at putting your spade in the ground?

PRAVING: Is God inclined to listen? Does the local priest like you? How much have you donated?

FIGHTING: How good are you with your fists / knife / saucepan / chair-leg / rotten turnip?

SCENARIO

Roll 2d6.

Why is there a famine?

1. The winter has dragged on for eight long, freezing months; the ground has been frozen solid.
2. The rivers have dried up, and the crops have withered for lack of water.
3. Two rival claimants to the throne have waged war across these lands; the fields have all been destroyed in their brutal campaigns.
4. The Lord is committing divine retribution against a sinful, traitorous king.
5. A plague of mice, gnawing their tiny teeth through each and every stalk of grain.
6. A wicked blight has swept through the fields, with suspicious, almost magical speed.

What is the village doing about it?

1. They blame the king, and they're on the brink of marching to London and rioting.
2. They've started witch trials, and every woman is under suspicion.
3. They have started to plant everything they own, in the hopes it might grow: even pots and pans aren't safe.
4. They've resorted to performing mime along the roads, in the hope of a coin, or even a grain of wheat.
5. They blame evil spies from the next village over.
6. They believe themselves cursed by the devil, and have become obsessively religious.

GAMEPLAY

You start with 0 points: your aim is to reach 25, and save the village. If you are the player who reaches 25, you are proclaimed the **HERO OF THE VILLAGE**, and your name will be remembered in legend forever more. The other villagers will disappear into the mists of time. You collectively have an **ILL-WILL** score of 0 when the game starts; if it reaches -15, the village breaks down and people start to eat each other.

You have 10 turns; after this, everyone will have starved to death. On each player's turn, they suggest an action: it must relate to **DIGGING**, **PRAVING** or **FIGHTING**. First, roll d6 + ability score, for your **SUCCESS SCORE**: 1 = -5; 2 = -3; 3 = -1; 4 = 1; 5 = 3; 6 = 5. If you roll 6 three times in a row, you have received **DIVINE INTERVENTION**, and get +15 points. Your second roll is for **COMMUNITY COHESION**. Roll d4: 1 = -2; 2 = -1; 3 = 1; 4 = 2, affecting the collective **ILL-WILL** score. When the **ILL-WILL** score is below 0, all **SUCCESS ROLLS** receive a -1. Player actions which improve community cohesion may achieve a +1 to **COMMUNITY COHESION**.

At any point during their turn, a player may accuse another player of witchcraft. They will roll a D6: for 3 or above, the other player will be **PUT IN THE STOCKS**; for 2 or below, the accusing player will go **IN THE STOCKS**. For the next turn, the other players will not attempt to solve the famine, but instead will roll d6 to throw rotten vegetables. Rolls 4+ mean that the player will receive a +2 bonus next turn, for **RAISED MORALE**. The player who has been put in the stocks has -1 for their next two turns.