

GOBLIN GUTS V2

GLOG FOR THE GLOG GOD

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Purpose

This is an incomplete document. It's meant to work together with the current GLOG, where it replaces pre-existing class templates. (Unless you like the old ones better, of course.)

The Base Adventurer

The base adventurer is the chassis that we bolt templates onto. Think of it as Indiana Jones minus the archeologist. Still very capable, just not specialized.

Level	HP	Attack	MD	Helpfuls
1	Con	+1	1	0
2	Con + 2	+2	2	0
3	Con + 4	+3	3	0
4	2 * Con	+4	4	0
+1 Lvl	+0 per Lvl	+0 per Lvl	+0 per Lvl	+1 per Lvl

Attack is based on level.

Defense is based on armor.

Saves are based on Stat checks

- Cha for magic.
- Dex for dodging things that ignore armor.
- Con for poisons and such.

Movement is +5.

Stealth is a Dex check.

Everyone is Magic

Yes, everyone gets magic dice (MD) now. They work just the same as they do for wizards. They are six-sided dice that are depleted on a 4-6 result, and return after a good night's sleep. (There's no penalty for rolling doubles or triples, though.)

I've marked class abilities with "(MD)" if MD are required to use that ability, and "(MD Optional)" if it is possible to use that ability without investing any MD. If MD are used to give a bonus to another roll, you choose how many MD you want to invest prior to making that roll.

There is no fine distinction between magic and non-magic in Centerra. A thief can verbally command a trap to trigger itself, yet why would that be magic and not penicillin?

Legendarium

The back of your character sheet is your Legendarium. It's where you record all of the incredible adventures that you have.

By default, it has four sections.

- Tales of Treasure
 - Each of these is a Treasure that resulted in someone leveling up.
- Accounts of Allies
 - Each of these is a significant NPC your party has befriended.
- Stories of Skill, where
 - Each of these improves a skill.
- Reports of Peril, where near-death experiences are recorded.
 - Each of these gives you +1 HP or gives +4 to related Saves.

Players are encouraged to add notes and doodles to their Legendarium.

Prime Ability

Your primary class is whichever class you have the most templates from. In case of a tie, you can choose, but you cannot change this choice except at the moment of leveling up.

Prime abilities are optional (like everything else in the GLOG). If you want a simpler game, don't use them.

FIGHTER

Every Fighter template also gives you Attack +1.

Prime Ability	Veteran's Eye
Fighter A	Extra Defense
Fighter B	Extra Stunt
Fighter C	Extra Attack
Fighter D	Martial Mastery

Fighters can use one power per turn. Fighters must be aware and able to perform the action normally. For example, you cannot use Extra Defense if you are helpless or unaware of the incoming attack. You cannot use Extra Stunt to attempt a stunt that you couldn't normally attempt without the power.

Extra Defense (MD)

As a reaction, sacrifice a shield or armor piece. Reduce incoming physical damage by [sum]. This stacks with the normal 1d6 damage reduction from shields.

Extra Stunt (MD)

Make a free stunt attempt this round with a [sum] bonus. Useable once per round.

Extra Attack (MD)

Make a free attack roll with a [sum] bonus to the attack roll. Useable once per round.

Martial Mastery (MD)

You can combine two of the above powers. MD must be invested separately.

- Use Extra Stunt after Extra Defense resolves.
- Use Extra Attack after Extra Defense resolves.
- Use Extra Stunt and Extra Attack in the same turn.

Prime Ability: Veteran's Eye

Create a new section in your Legendarium called "Fight Club". Whenever you make at least 1 Attack or Defense roll against a threatening opponent, that counts as a Fight. Record each fight in your Fight Club.

If you spar with a friendly opponent of your Level or higher for at least an hour, this also counts as a Fight. You can only benefit from friendly sparring once per enemy type. (For example, sparring with a friendly Bone demon counts as a Fight, but sparring the rest of the Bone Demon Army does not.)

Veteran's Eye activates whenever you get in a Fight. The more Fights that you've been in, the more effective this ability is.

Veteran's Eye	
10 Fights	You can "see" your opponent's Level. Works on everything.
30 Fights	You can "see" your opponent's Current and Maximum HP. Only works on enemies with familiar biology: humans, horses, dragons, crab men, giant insects, etc.
60 Fights	Veteran's Eye extends to unfamiliar biology: plants, oozes, swarms, aberrations, etc.
100 Fights	Veteran's Eye extends to things without a metabolism, but that still have a physiology: undead, demons, etc.
200 Fights	Veteran's Eye extends to everything: ghosts, elementals, golems, etc.

THIEF

Every Thief template gives you +1 to Stealth checks.

Prime Ability	Trapology
Thief A	I Forgot To Write It Down
Thief B	Opportunist
Thief C	“Lucky”
Thief D	Mug

I Forgot To Write It Down (MD)

You can declare that you had a certain object, but you just forgot to write it down on your inventory. The object must be from the basic adventuring gear list and cost no more than [sum]. Reduce your money by the appropriate amount.

Opportunist (MD)

Whenever you attack an opponent with a situational bonus (surprise, concealment, elevation, etc) and deal damage, you can choose to increase both the attack roll and the damage roll by [sum].

“Lucky” (MD)

You can spend MD as if they were Helpfuls. You can spend Helpfuls to help yourself. (Normally Helpfuls can only be used to help allies.)

Mug (MD)

Whenever you make an Attack roll against an opponent, you can make a free stunt attempt to steal an object from them with a [sum] bonus. They are not aware that you stole the item from them (unless it's obvious). Assuming you're mugging a human, here are some sample DCs:

DC 16	Steal a random item from a pocket.
DC 20	Steal a random item from a backpack, or an item that is loosely worn (ring, glasses, necklace).
DC 24	Steal a held item.

Prime Ability: Trap Master

Create a new section in your Legendarium called “Trap Menagerie”. Whenever you understand both a Trap’s trigger and effect, add it to your Trap Menagerie. Only constructed traps count as Traps. Yellow mold and rotten ropes do not (unless someone constructed them as part of a constructed trap).

First, You know how to build all Traps in your Trap Menagerie. The details are up to your DM, but the average trap costs 100s and requires a week of construction, not counting the time it takes to acquire exotic parts.

Once a Trap has been added to your Trap Menagerie, you can Master it. To do so, put check marks next to six other recorded Traps. (Similar Traps count as two for this purpose.) Once you put a check mark next to a Trap, it is expended--you cannot use it to Master a different trap later.

When you Master a trap, the following things happen.

- The trap will never harm you, or anyone else that you instruct it not to. You can safely hang on tripwires and dance on trigger stones.
- You can verbally command the trap to activate. (But you cannot order the trap to stop, once it has been activated. It must wind down naturally.)
- You know how to reset the trap. If this is not something you can do yourself, the trap will help you. This doesn’t replenish depleted materials, so you cannot repoint a spent needle (although you can reload an arrow trap).
- You can safely make mundane modifications to the trap. For example, adding a poison to a spear tip.
- You can ask the traps simple yes/no questions. Most traps say “no” by making horrible grinding noises, and say “yes” by clicking. Traps know who made them, what they are guarding, and every time that they’ve been triggered. They don’t know much else..
- You can dismantle a trap and gain 1-3 useful items. DMs are encouraged to be generous when deciding what can be salvaged. Sample items include:
 - Buzzsaw
 - 10’ of steel wire
 - 10’ steel pole with hook
 - Poison needle
 - Vial of toxic gas
 - Acid bellows

A Trap remains Mastered until the thief leaves the dungeon, the trap does something significant (such as hurting someone), or the trap is dismantled.

BARBARIAN

Every Barbarian template gives you +2 HP as long as you aren't wearing any armor pieces, or +1 HP if you are wearing only one armor piece.

Prime Ability	Scars
Barbarian A	Rage, Surge
Barbarian B	Firewater
Barbarian C	Mighty Rage
Barbarian D	Charge

Rage

You can choose to enter a rage at any time during your turn, or whenever you are affected by an emotional effect (fear, charm, etc).

While raging, you get +1 to Attack and Damage, and are immune to emotions. Your only possible actions must involve violence and/or pursuit. Defensive and cooperative actions are impossible. If you multiclassed, your damaging spells deal +2 damage (if single target) or +1 damage (if multi-target).

You cannot stop fighting until you kill, subdue, or drive off all enemies. You can attempt to end your rage early once per turn as a free action with a 2-in-6 chance of success.

If an ally hurts you while you are raging, they now count as an enemy. (You can still choose to kill them last, though.)

Surge (MD)

Immediately prior to making a Strength check, you can choose to increase your Strength by [sum] for that roll only.

Immediately prior to making an attack roll, you can choose to increase your damage by [sum] for that attack only.

Firewater (MD Optional)

Whenever you spend your turn chugging hard alcohol, you gain 1 Drunk Point and heal for 1d6 HP. Optionally, you may also invest MD to increase the healing by [sum].

Mighty Rage

Double all numeric bonuses from your Rage ability.

Charge

All of the bonuses from Mighty Rage and Bull's Strength are doubled as long as it is the first round of combat and you are charging in (at least 20') to make a melee attack.

Prime Ability: Scars

Create two new sections in your Legendarium: one called "History of Violence", and another called Scars. Whenever you take damage from a threatening source, record both the source and the amount in your History of Violence.

You gain a Scar slot once you've taken 30 points of damage, 100 points of damage, and every 100 points after that. You can fill a Scar slot up whenever you take damage from a threatening source and decide to let it Scar you.

Your Scar will hurt whenever the object of the Scar is about to affect you in a negative way. For example, your crocodile Scar will ache in the round before you are ambushed by crocodiles. The crocodile Scar will also ache immediately before your husband is eaten by crocodiles 100 miles away.

Your DM will determine how narrow or wide the definition of the Scar is, according to your campaign. In a campaign where crocodiles are not likely to ever be encountered again, "reptile Scar" might be more appropriate than "crocodile Scar".

ACROBAT

As long as you are unarmored and unencumbered, every Acrobat template gives you +1 Movement and +1 Defense. (This stacks with the bonus from Agility).

Prime Ability	Near Death
Acrobat A	Agility, Dodge
Acrobat B	Cat Power
Acrobat C	Extra Stunt
Acrobat D	Roast the Oaf

Agility

As long as you are unarmored and unencumbered, you get +2 Defense.

Dodge (MD)

Get a [sum] bonus to any Defense or Dexterity roll made to avoid something. This ability also allows you to dodge things that are not normally dodgeable. You can dodge an awkward social situation with a DC 25 Dex check. You can dodge a natural lightning bolt with a DC 30 Dex check.

Cat Power

Treat all falls as if they were 20' shorter. You can speak the language of cats. (Cats won't talk to you unless you treat them like royalty.)

Extra Stunt (MD)

Make a free stunt attempt this round with a [sum] bonus. Useable once per round.

Roast the Oaf

Whenever you use your Dodge ability and an enemy misses you with their melee attack, you can redirect their attack against anything that is adjacent to both of you. Make a fresh attack roll against this new target.

Prime Ability: Near Death

Whenever you use your Dodge ability to successfully avoid something, you may ask the DM “Would that have killed me?” and if the DM answers “Yeah, probably” or “Oh fuck yes”, you can add it to the Reports of Peril in your Legendarium.

Whenever you gain a Report of Peril, there is a 50% chance that your Death will visit you in your dreams the next time you sleep. Your Death is curious about you, and will ask you questions (“Are you scared to die?”, “What do you think happens after you die?”, “Do you think I’m pretty?”, etc). In exchange, you can ask your Death three questions, or until your Death says too much and feels guilty.

When you die, there is a chance that your Death may save you from death out of curiosity, affection, love, lust, or maybe even a personal fear of oblivion. (What happens to your Death after you die?)

When you die for real, cross off up to 5 Near-Death Experiences. You have an X-in-6 chance to avoid death, where X is the number of Near-Death Experiences you crossed off. If you survive, the Near-Death Experiences that you just crossed off cannot be used for this purpose again.

A Digression About Death

Note: This is *your* Death, not *the* Death. *Your* Death was born at the same time that you were. It is your personal psychopomp--it is here to keep track of your sins while you live, and when you die, it will gently catch you and bring you to judgement.

If your soul is really fucked up (you became a warlock, etc), your Death may have been murdered by demons, and your astral escort may instead be some fucked-up cancer spirit, a swarm of the almost-born, or the unhappy ghost of another dead warlock. If that’s the case, this ability *probably* still functions the same, but that’s ultimately up to your DM. A new psychopomp won’t know much about your life before it began following you, but it might know other things instead.

Your Death doesn’t know much about religion or distant places, but they have been following you around since you were born, watching you constantly. They have a pretty good memory, can see invisible and astral things, and are a shockingly good judge of character. I’m sure you’ll think of something useful to ask them.

Whenever any PC dies, they have a 10-in-20 chance of going to The Holy Mountain. This is modified up and down by every good and bad deed the table can name until they get bored. Most deeds only alter the odds by +/- 1 point.

MONO-CLASS PARTIES

Mono-class parties change the rules of the game.

Sometimes the game gets easier. Sometimes it gets harder. But it always becomes very different.

Players should choose to play a mono-class party whenever they want to fundamentally change how the game is played. Basic assumptions are overturned.

For a party to count as a mono-class party, they must all have the same Prime ability

DMs should use caution when using the rules for mono-class parties. Published adventures may be too easy, too hard, or impossible to complete as written.

MONO-CLASS CAMPAIGNS

Mono-class campaigns shape the types of adventure without necessarily changing the rules. I've tried to provide some guidance, or at least some definition.

I wrote the Mono-class Campaign rules to pair with the Mono-class Party rules, but you certainly don't have to.

THE FIGHTER PARTY: I CAN READ YOU LIKE A BOOK

First, all fighters share Fights. If it counts as a Fight for one fighter, it counts as a Fight for all fighters who witness it.

Second, everyone gets +4 to their Initiative checks.

Lastly, the Veteran's Eye ability expands. If you learn the target's HP, you also learn

- What the enemy expects you to do next.
- What the enemy intends to do next.

For example, you might learn that your opponent intends to cast a damaging spell next turn (even if you didn't know that they were capable of spellcasting), but it doesn't tell you the exact details of the spell.

This is still conditional. If a dragon was planning to breathe fire next turn but a few lucky hits knock it down to 1 HP, the dragon will change its mind.

This expanded usage of the Veteran's Eye ability doesn't work if you cannot see your opponent's eyes.

THE FIGHTER CAMPAIGN: MERCENARIES

The party decides on a mercenary company name and the DM works to find them patrons and appropriate work. (This should be easy--the average setting has no shortage of powerful people and dangerous work.)

Create a new section in your Legendarium named after your mercenary company. Here you will record all of your missions, and their outcomes.

Everyone must be assigned military ranks and positions. Examples: quartermaster, engineer, cook, provisioner, sergeant, scout, rookie.

Henchmen get a +1 to Loyalty for every of the following conditions:

- Fortified base.
- Effective leadership and known chain of command.
- Trust that they will be paid on time.
- Fair treatment and promotion opportunities (the PCs are not privileged).

Lastly, you can choose to knock out defeated enemies, and can convince them to join you. This has a 4-in-6 chance of working on beasts (e.g. basilisks) and a 2-in-6 chance of working on weird things (e.g. gelatinous cubes). They still betray you at the first opportunity, though, if they fail a Loyalty check.

The bonus to Loyalty helps keep them from betraying you immediately, and with time, good treatment, and respect they may actually become a trusted member of your party.

The goal is to build up a roster of different weirdos. Then when you get a mission, each player picks 1-2 and you head out.

If you want mercenary-style quests, Skerples has a very good list [here](#).

THE THIEF PARTY: TREASURE HUNTERS

First, whenever you are dungeon-crawling and you obtain all of the Treasure on a dungeon level, spirits of dead thieves (of all species) will crawl out of the dust, congratulate you, curse you, and describe the biggest treasure the next level down:

- The Treasure's name, description, and history.
- How they died trying to get it.
- They will NOT tell you where it is.
- They will NOT tell you how it is protected.

Second, your I Forgot To Write It Down ability expands to cover new cases. You can now use it to declare:

- "Actually, I researched this exact thing before we left."
- "Actually, I bribed this guy earlier. He's on our side."
- "Actually, I snuck in here earlier and sabotaged something.."

The DM should declare the DC--the necessary [sum] for the ability to work.. Then, the party can decide how many MD (if any) they want to invest in the attempt. Multiple thieves can pool their MD into a single attempt as long as they all raise their hands and swear to the DM that they are telling the truth.

- Plausible. DC 3-7.
- Bullshit. DC 8-12.
- Egregious Bullshit. DC 13-17.
- Absolute, Total Bullshit. I'm insulted that you expect me to believe this. You're a disgrace to roleplayers and a stain on your family. Fuck you. DC 18-22.

If it is something that costs money (e.g. bribery), reduce your money by the appropriate amount.

THE THIEF CAMPAIGN: GANG OF THIEVES

Lastly, the party should decide on the name of their gang of Thieves. The DM will work to create interesting things to steal, authorities to bribe, rival guilds to stab, and sketchy patrons with dangerous [requests](#).

THE BARBARIAN PARTY: SUPERSTITIOUS

None of you can read. No one from your tribe can read. No one can ever take a level in a spell-casting class. You cannot hire someone to cast spells for you.

The following things must be destroyed whenever it is possible to do safely: scrolls, spell books, wands, staves, glowy magic items, wizards.

Magic weapons are cool though. You can keep those even if they do glow a little bit. (You just rub some ashes on it to keep the glow down.)

If any of this makes the planned adventure impossible, that's the DM's problem.

You get +4 Save vs Spells.

THE BARBARIAN CAMPAIGN: SETTLEMENT

The party is accompanied by their tribe, searching for a new homeland. The size of the tribe is decided by the DM, but must be (a) small enough to not invite an immediate military response from local authorities, yet (b) large enough to attract some sort of response from the local authorities. The tribe is mostly composed of non-combatants (children, elderly, etc) but still has replacement barbarians in case some of the PCs die.

Settling your tribe will require either (a) paying a huge sum of money to the local authority, (b) doing some huge favor for the local authority, or (c) traveling to some remote location and reclaiming an abandoned fort or something. In all cases, you'll probably still have to negotiate with the local authorities, and probably pay some taxes.

Instead of Strength, Dexterity, and other stats, it has Population, Industry, Food, Wealth, Diplomacy, Morale, and any other stat that you think is appropriate. Roll all of these stats as if they were normal stats (2d6 / 2).

Treat your Settlement as a character. Give it a character sheet. Choose where you want to settle (different locations give different benefits: more farmland (Food), better trade routes (Wealth), defensive geography (Defense), etc).

These stats go up and down depending on the party's actions. For example, getting a heap of rusted weapons and metal from the undead army might give you +1 Industry, since all that metal can be made into more blacksmith tools, nails, and

plows. Killing the demon duke gives you access to all the grain and seed in his silos (Food). Stats don't really go down unless people leave, or there's major property damage.

Use these stats for relevant checks. For example, if a famine is creeping on the land, your settlement needs to make a Food check to avoid going hungry (with a +1d6 bonus if the party managed to steal that fish barge). If they fail, the settlement loses 1d6 HP and needs to make a Morale check to avoid rioting.

Every season brings a new challenge. Pick one of your stats at random to test, and create a situation around it. The base DC for these challenges is 16. You have a full season to prepare for it. Bad things happen if you fail.

Every season brings a new opportunity. Your DM will devise some opportunity for your party to increase a stat and/or secure a new resource.

Level is the sophistication of your settlement. To increase it, you need to attract veterans, experts, and sages to your settlement. Like, not just one weaver but a whole bunch of them. This may involve finding some weavers who don't like where they're at and helping them pay their relocation costs.

Settlements can probably also take templates in city classes, if someone wants to write some of those.

HP is the fighting force of your settlement. It is based on Population (which is the closest approximation for Constitution).

Attack is +1 (unless you level up). Damage is based on how well equipped your army is. If everyone's got basic weapons, it's going to be 1d6. Once you get a bunch of horses, this might turn into 1d8, and if a significant chunk of your army starts getting good armor (expensive!), this might turn into 1d10.

Defense is fortification. Wooden walls +2. Stone walls +4. Natural defensive location +2 (stacking). If you are fighting on a plain, everyone's Defense is +0 (unless you can find some clever tactic to give you an advantage). Sieges happen because the encircling army doesn't want to fight against that Defense bonus.

Make Morale checks as usual (but be aware that both sides must make them when they start to lose). Use your settlement's Morale score.

THE ACROBAT PARTY: COWARDS

When everyone flees combat together, the party automatically succeeds on the Movement check unless a critical failure is rolled.

THE ACROBAT CAMPAIGN: CIRCUS

Create a new section in your Legendarium named after your Circus. Your Circus is composed of the PCs and anyone else you can convince to join you.

Whenever you perform in front of a significant faction or NPC, make a Performance check. You cannot perform in front of hostile groups.

First, determine how many bonuses you get going into the performance. Things that give you +1 to the group Performance check:

- Each outrageous prop you use to retell your adventures (live animals, fireworks, dragon skulls). Max +3.
- Awesome costumes (not just your regular armor).
- Owning your own performance/practice space.
- Successful advertising or hype. Requires money and/or local allies.
- Practicing for a week beforehand (and nothing else).
- Practicing for a month beforehand (and nothing else).

When the performance starts, everyone describes what tricks they are doing, and rolls an appropriate check (probably Acrobatics). They make rolls until they fail a roll. The DCs are 16, 18, and 20 (for the final trick). Failure doesn't indicate that you failed the trick, just that you failed to impress. Every success here gives you +1 to the final group Performance check. Whenever someone succeeds on at least two of their rolls, a random level 0 NPC walks up to them after the show and asks to apprentice. Whoever succeeded on the most rolls is the Star of the Show (and if there is a tie, use whoever had the highest single roll).

Finally, the Star of the Show makes the group Performance check by rolling a d20 and adding all of the previous bonuses.

First, you make money equal to the result squared, divided by 10 (in a typical town). For example, if the group Performance check was a 20, the party would make 40s. Then, consult the Performance table below to see what else happens. Note that you only roll on this table the first time you perform for this faction or NPC.

Performance Table	
Nat 1	You offend or injure someone important. Arrest, exile, or combat.
10 or less	Boring. You are ridiculed. -1 to future reaction rolls with that group.
11-15	Decent. Meet a random named NPC and have a conversation.
16-20	Memorable. +1 to future reaction rolls. 1 roll on the Contact table.
21-25	Excellent. +2 to future reaction rolls. 2 rolls on the Contact table.
26-30	Amazing. +3 to future reaction rolls. 3 rolls on the Contact table.
31 or more	WOW. +4 to future reaction rolls. 4 rolls on the Contact table.

Future performances can improve your bonus to reaction rolls, but do not yield results on the Contact table.

The first time you roll on this table, the DM secretly rolls a d6. On each subsequent roll, the DM secretly rolls a d12. Whenever a result involves a particular person, it is always the Star of the Show.

Contact Table	
1	Random named NPC becomes obsessed with you (e.g. romantic, rivalry).
2	Random named NPC wants to dine with you. Trades high-quality rumors in exchange for each piece of news from distant parts.
3	Random named NPC has a business proposition. Another performance, in a new place, for a new group, with better pay.
4	As above, except it is also a criminal proposition. Spy, steal, seduce, or kill.
5	Random named NPC wants to patronize you. Offers you lodging and protection in exchange for regular performances.
6	Random named NPC seeks your downfall. Roll a d5 on this table to see how they disguise their loathing, or why they hate you in the first place.
7-12	Intensify the first result you got on this table. Raise the stakes, raise the rewards, potentially to absurd levels. People get weird about celebrities..

THE ORC PARTY - YOU ARE ORCS

If you roll up an orc, your stats shuffle. If your Int is higher than your Str, switch them. If your Cha is higher than your Con, switch them.

You start with one point in a random skill: Hunting, Fishing, or Foraging. You are either a Fighter or a Barbarian.

Everyone hates you. You are not allowed in cities. You only speak Orcish. The only people who *might* treat you like people are the weird, fucked-up people you meet in dungeons.

THE ORC CAMPAIGN - PARIAHS

The only time you'll see a city is when you are dragged there to be executed. Everyone who doesn't run away from you will try to kill you.

Everyone thinks you are the bad guys. You might be. Even if you aren't a bad guy, everyone is going to treat you as if you are. What can you say? You live in a world where there's a lot of evil orcs.

You can certainly run a "good orc" campaign, where the goal is to save people and change their opinions of you. But for every heart you win over, expect another one to spit in your face. And remember that some people can never be won over--no matter how much kindness you show them, they will still want you dead. This could be a rewarding campaign, but it shouldn't be an easy one.

You can also run a "full orc" campaign. You're probably thralls to a great evil. This might be a necromancer, a giant, or your own chieftain. You'll probably have to kill them at some point, and become leaders among orcs. And then what? Make peace with the humans and try to open diplomatic relations? Teach everyone to read so you can kill all the humans? (Honestly the second choice is going to be a lot easier. Humans will lie to your face and stab you in the back. So will dwarves. And elves.)

This can blend smoothly into a Mercenary or Settlement game.

THE PEASANT PARTY – STAY HUMBLE

Each PC starts out as a group of 3 level 0 peasants, probably related to each other. Instead of leveling up, 3 more peasants join you instead.

Each player can only “pilot” three peasants at a time. The excess will camp outside the dungeon, where you can assign them useful tasks. They get +X to these checks, where X is the number of peasants assigned to that task. If any of the peasants has a relevant skill, you can add the bonus to the check (one peasant per group only.)

Lookouts watch for interesting things nearby. Make a check every 2 hours. If you succeed, they observe a random encounter from a safe distance.

Cooks will cook you delicious food. A successful Cooking check yields a fancy feast that gives everyone +3 temporary HP. It still requires at least 3 fancy ingredients, though, such as salt, spices, meat, fresh vegetables, fresh fruit, or flour.

Menders each automatically repair one item, but if they succeed on a relevant check (Blacksmithing, Weaving, etc) as a group at DC 20, they bless the object with a minor enchantment. Lasts until the wearer removes it or starts Dying.

Foragers/Fishers/Hunters find more food the higher they roll. DC 16, each peasant finds 1 ration. DC 20, each finds 2 rations. DC 24, each finds 3 rations. Depending on the terrain, one of these is probably easier than the other two. Fishing and Hunting require every peasant to be properly equipped, though.

Pilgrims will pray for your safety, and have an X-in-20 chance of granting some significant benefit for all the peasants down in the dungeon.

Unlike other mono-class parties, you don’t lose the benefits of this mono-classing if someone gains a class level. You can be a wizard among peasants. It’s fine.

THE PEASANT CAMPAIGN – PILGRIMAGE

You don’t have a grand quest. You’re just a pile of pilgrims trying to cross the entire fucking continent and visit a bunch of holy sites along the way.

Your DM will provide you with the path of your pilgrimage, and details on each of the holy sites. The players must figure out why they started this pilgrimage in the first place. What’s so important about it?