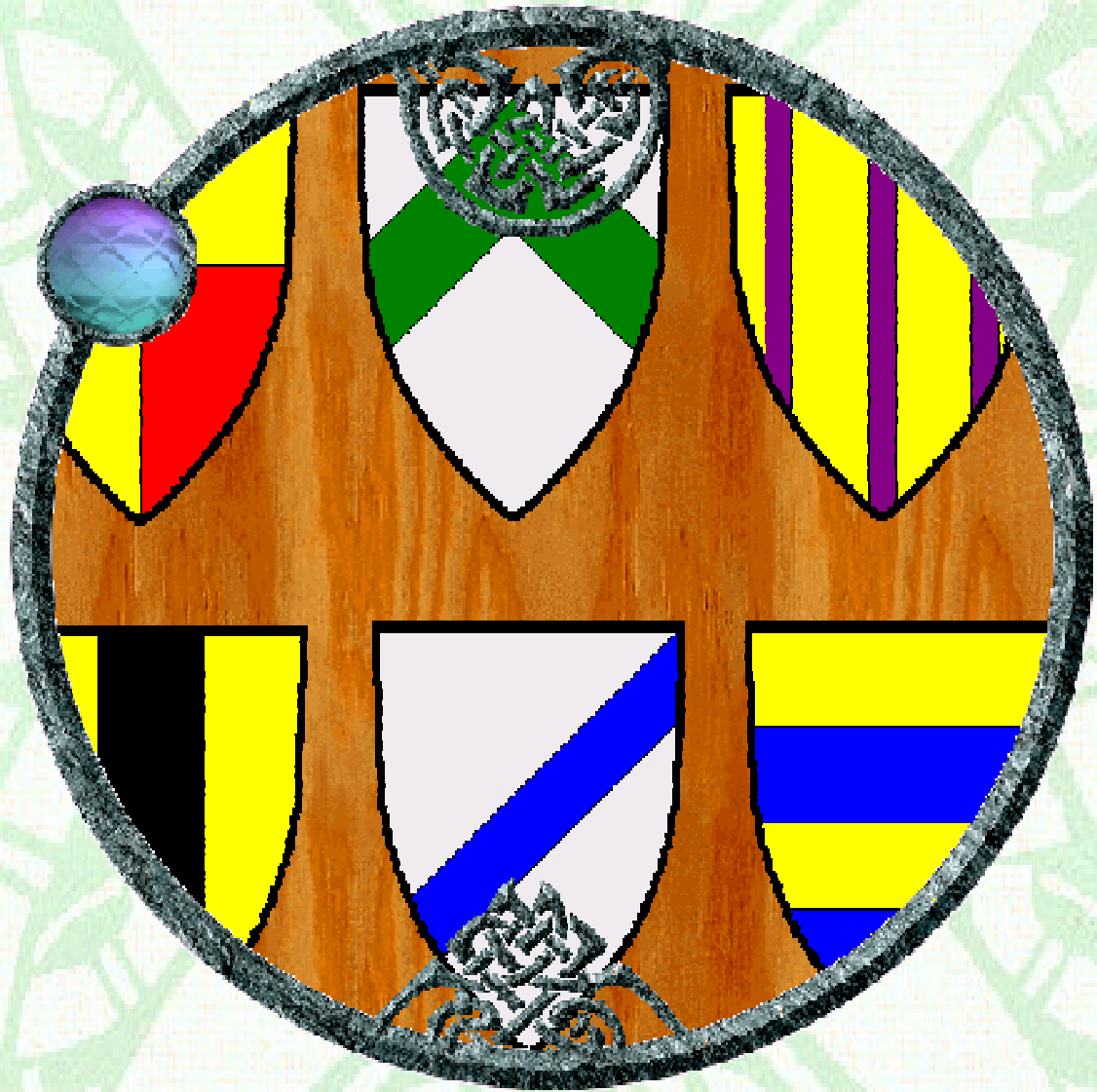




# Peasant Bloodline



Mountains  
Gathering



## MMG002– PEASANT BLOODLINE

**“Why Simply Say That You Come From A Family Of Simple Villagers When You Can Announce To The Rest Of The Party That Your Mother Is A Serving Wench At The Local Tavern, Your Grandfather Is A Turnip Gathering Ghost, And Your Drunken Uncle Was Turned Into A Tree...”**

Although most players spend hours dreaming up the exact descriptive details of their characters, there is often little detail given towards the family of the adventurer. While the rest of the family may never rise to the same degree of glory and greatness that is in store for the player character, such folks are deserving of a bit of mention never the less.

### How To Use This Product

This edition of the new Bloodline series allows a player to quickly develop a significant family history for their fantasy adventuring character. Although the family name is not mentioned, there is a short list of possible last names that the player may wish to use if they do not already have such a name established for their character. In addition to providing a backdrop for player characters, this product may also be used by a Game Master to create an extensive family lineage for an important NPC in the campaign world.

The family tree in the back is a simplified variation of a genogram. There is a blank box for entering the family name as well as the name of the player character. The family tree is accompanied by a description of all direct family members and several distant family members. Such descriptions are covered in the immediate following text.

### Direct Family Members

The following contains information regarding your parents and siblings.

**Calver (Father):** Self-educated and hardworking, your father is an honest, well-respected man that has managed to keep the family feed and properly sheltered despite facing various hardships through the years. Although Calver would prefer to see you stay at home and take up a simple trade, your father is supportive of you and your dreams.

**Gretta (Mother):** Your mother is a simple but attractive woman that has spent most of her adult days doing various odd jobs about the village and working in the evenings as a wench in the local tavern. Though capable of bringing home extra coin by using her looks and flirtatious charm, Gretta has remained true to your father. The tavern that your mother works at happens to be the same establishment in which your uncle Taldis now takes up residence as an apple tree. Although your mother was horrified at the transformation of her brother at first, she has now openly admits that she has grown to like the change that has happened to your uncle, stating for that Taldis is no longer the mouthy, arrogant drunk that he once was.

Your mother even admits that as an apple tree Taldis is even more productive that he was before the transformation.

**Alda (Sister):** The oldest sibling in the family, Alda is a stern, opinionated woman that tends to forget that a few of her brothers and sisters are now grown adults. Alda cares nothing for your wanderlust and desire to seek out adventure, and constantly nags to you about the responsibilities of staying at home and helping the rest of the family.

**Ronus (Brother):** Your older brother Ronus is a quiet, sensible type who has proven fairly skillful in the trades of tanning and leather working. Ronus served as an apprentice to a leatherworker for a few years and is now considered to be a journeyman artisan. While he is currently working for someone else, Ronus hopes to set up his own shop in the next couple of years. Halfin, the son of your brother, has been missing for several months and the family fears the worst.

**Claire (Sister):** Claire left home a year and a half ago to seek out fame and fortune. Since then, no one in the family or the village has heard a word from her. The entire family has become rather worried about your sister.

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#### Multi-System/Edition Compatible:

This gaming product is designed to be compatible with many different paper and dice driven fantasy role playing systems and editions. Such possibilities include most variants of the world's most popular role playing game.



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**Bruce (Brother):** Easily the most influenced by your decision to take up a life of adventure, Bruce fancies his self as becoming a slayer of dragons and defender of kingdoms.

**Wendra (Sister):** Wendra is a quiet, often melancholy child that generally stays to her self.

**Gretchen (Sister):** Gretchen, the youngest of your siblings, is a very small child that is full of curiosity.

### Distant Family Members

The following notes provide a brief description of some of your distant family members. In order to allow suitable flexibility for any additional story developments that you or the Game Master might wish to add, only a handful of your distant family has been detailed.

**Bernita (Cousin):** Bernita was wooed by a passing minstrel last autumn and took off with the traveling performer. Her father has hired several individuals to seek out the whereabouts of his missing daughter and her shady lover but no clues have yet to turn up.

**Brenda (Cousin):** A plain and hardworking young woman, Brenda helps her widowed mother look after the family home. Though spelled differently, Brenda shares the same name as one of her cousins (Brinda, daughter of Baldain). Brenda cannot stand this reckless, thieving cousin of hers, and easily becomes angered when she is confused with the other relative. When asked about the possible whereabouts of Brinda, Brenda states that her cousin is probably swinging from a length of rope or serving out a sentence for her awful crimes in a damp and dreary dungeon.

**Brinda (Cousin):** Having a natural talent for picking locks and cutting purses, your cousin Brinda ran off with a group of hoodlums a few years back and has never returned home. Although she is believed to have taken up with a thieves' guild located in a distant city, no one in the village has heard from your cousin in the last two years.

**Denglar (Cousin):** A spiteful young man with little regards for authority, Denglar has brought about a great deal of shame to his family's household. One of Denglar's favorite pastimes is vandalism and destruction of property. While there is no proof of Denglar being involved in any recent wrongdoing, a local merchant believes that the young man threw a few rocks at his home, resulting in some damaged shutters.

**Dervin (Cousin):** The black sheep of Uncle Vor's children, Dervin left home a couple of years ago to go freely live his life in a manner that he personally saw fit. If such a means of living was anything like Dervin's existence at home, such a life would consist mostly of drinking, gambling, and flirting with the wives of other villagers. No one is really sure where Dervin is now, although a distant relative recently made a claim that Dervin was locked away in a prison tower far away for the crimes of petty theft.

**Halden (Great Grandfather):** Great Grandfather Halden met a cold and bitter end while trying to gather up food for his family during a long and cold winter. After finding some wild turnips growing in a nearby field, Halden was returning home to his family when another villager tried to rob Halden of his find. Halden did his best to ward off the attacker but was beaten to death during the struggle. Ever since Halden's death there have been reports of his ghost roaming about the roads at night, carrying something that appears to be wilted turnips. Many say that Halden's ghost is still trying to return food to his family, and that the spirit has forever lost his way home as the apparition wanders the cold winter streets.

**Halfin (Nephew- Brother Ronus):** Young Halfin mysteriously disappeared several months ago while tending to some of the family's livestock in a nearby field. Although no evidence of wrongdoing has ever been found, your brother Ronus and his wife, Alka, fear the worst.

**Halgor (Grandfather):** Grandfather Halgor was a heavy handed, barrel bellied man that tended the plow by day and nursed the ale mug by night. Although responsible enough to keep his family fed, clothed, and sheltered, any extra coin that Halgor managed to earn was quickly spent on strong drink.

**Nerk (Cousin):** Cousin Nerk was recently accepted into a prestigious school in a distant city. As the family was not able to afford such education for your cousin, a lesser noble in the region agreed to pay for Nerk's schooling under the condition that Nerk serves a tutor for the noble's children for a time period of no less than five years. In addition to allowing Nerk the chance to better his self, the opportunity is opening up a sense of important connections for some of the family. Fortunately for you, Nerk considers you to be a favorite cousin as you protected him from local bullies when he was younger.



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**Renda (Aunt):** Aunt Renda met her bloody fate at a rather young age. One night while having a few glasses of wine at a local tavern, Renda decided to become a little overly flirtatious with one of the local farmhands. What Renda didn't realize, however, was that the farmhand's wife was working in the tavern at the time as a cook. The jealous wife spied her husband cozying up in a corner of the tavern with Aunt Renda. The enraged woman came flying out of the tavern kitchen and permanently parted her husband's and Aunt Renda's hair with a hefty meat cleaver.

**Rendell (Cousin):** Cousin Rendell was murdered by a group of bandits while transporting a cow to the market. Although Uncle Vor managed to track down most of the thugs and bring them to justice, the leader of the bandit party managed to get away. It is rumored that this criminal is now living in a large community a few hundred miles away, and Uncle Vor swears that he will one day drive his blade into the bandit's heart.

**Taldis (Uncle):** Always a drunken, foul mouthed sort, Uncle Taldis was swaggering out of the tavern several years back when he stumbled into a strange looking gentleman wearing a dark blue robe covered in strange looking symbols. Rather than apologizing, Taldis struck the gentleman across the face and began sputtering out a sea of insults and swear words. The odd looking stranger took a step back, made a few weird gestures, muttered some incomprehensible phrase, and drunken Uncle Taldis turned into one of the finest apple trees the village has ever been blessed with. Although everyone agrees that turning a person into a tree is a very wicked thing to do, no one has yet to really bother with tracking down the stranger responsible for the act or seeing if Uncle Taldis can be changed back to his former self. Taldis is much more tolerable as a tree, he bears fine fruit every year, and the children of the village enjoy climbing about on his branches. The tavern owner doesn't seem to mind either, stating that Taldis in his improved form provides a nice bit of shade over the front entrance of the establishment. And besides, the cooks now have a nice low hanging branch to hang freshly washed aprons and cleaning rags on.

**Tarchis (Great Uncle):** Great uncle Tarchis was a wicked, debased man that denied his self very few vices. A sailor at one time, it was said that Tarchis adopted the tastes of savage cannibals while visiting a remote island. Although Tarchis had never been caught eating the flesh of another human, there is a considerable amount of evidence in the fact of Tarchis turning into a ghoul upon his death. The twisted, feral corpse of your great uncle has managed to escape the torches and pitchforks of a village mob on quite a few occasions. It is said that Tarchis resides in the bowels of an old crypt a half a day's walk from your home village.

**Valdera (Cousin):** A shameless flirt with a love for fine jewelry, your cousin Valdera uses her looks and charm to entice the interests of wealthy and influential suitors. While Valdera's ability to gain the attention of rich men might be considered an asset to the family, her fickle behaviors have broken the hearts of a couple of powerful suitors already. One of such men works under the ruling powers of the land as a tax collector. Valdera is gaining the reputation of being a shameless harlot and a gold digger, and may very well bring a great deal of hardship upon her family if she isn't careful.

**Vor (Uncle):** One of the wealthiest and more influential members of the family, uncle Vor took up the trade as an adventurer for a good while and became fairly well known in the region as a competent sword for hire. After helping a few other adventurers slay a young green dragon, uncle Vor accepted a position as an officer in the local guard. Vor's talents with the blade helped defend a border tower and a local noble granted Vor a total of 50 acres of fine pasture land in appreciation. Uncle Vor is now retired from his fighting days and spends most of his time farming or worrying about his family.

**Vorlia (Aunt- Uncle Gordon):** Practically the whole family warned Uncle Gordon about marrying that harlot, Vorlia, but the foolish, lovesick farmer did anyways. Within just a few years of the marriage, Vorlia managed to run through most of Gordon's possessions, forcing your uncle to sell his last cow and three hens. Once your uncle had nothing else to offer beyond a few vegetables tucked away in a cellar, Vorlia ran off with a traveling peddler and has never been seen since.

### Who Is Mossy Mountain Gathering?

Mossy Mountain Gathering is a loose guild of writers, artists, game designers, fantasy enthusiasts, and hippies living in the Appalachian Mountain region. Most importantly, we are all gamers that strive to create the very products that we our own selves want to use in our local gaming sessions. As we consider our publications as an extension of our personally hobbies instead of a corporate effort, we strive to offer our products freely or at a cheap price.

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### Need A Last Name?

In order to allow more creative flexibility, the last name of the character and their family has been intentionally left out of this product. If you happen to need a last name, however, feel free to choose one from the short list below.

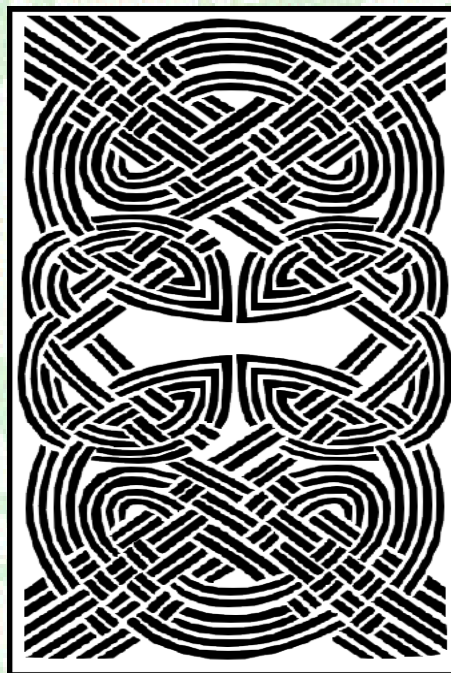
Archrushe	Parchnit
Axebloode	Ravenblade
Briarthorne	Shankler
Cobblin	Shrewtufte
Danderton	Tetterfaine
Drudgemore	Valder
Hawkcreste	Vendon
Hildenbarge	Windcarver
Hillmichte	Wulfsforge
Horsewallow	Yonder

### We Need Your Help!

Although Mossy Mountain Gathering loves to give away products whenever we can, this particular product is free for a specific reason. We want to get the input from as many people as we can in order to make the Bloodline series the best that it can be. Although this initial product focuses on a lineage of common peasant stock, potential offerings of future family lines are limited only to the imaginations of our crew and our customers! We are currently looking at the possibilities of offering a druidical bloodline, merchant family bloodline, exiled noble bloodline, criminal underworld bloodline, etc. However, before we can set out to make all future products in this series the best that they can be, we need your input! So please, take time to pour through this humble initial offering, tell us what you like and don't like, and let us know what additional things you would like to see in future releases. Our primary designer for the Bloodline series can be contacted via his email at [woodrumworks@yahoo.com](mailto:woodrumworks@yahoo.com).

### Guide To Family Tree Symbols:

- Player Character
- Male (Living)
- Female (Living)
- Male (Deceased)
- Female (Deceased)
- Male (Condition Unknown)
- Female (Condition Unknown)
- Male (Undead)
- Female (Undead)
- Male (Transformed)
- Female (Transformed)



### About The Author:

Dave Woodrum is a veteran writer and designer in the paper and dice game industry and one of the core founders of Mossy Mountain Gathering. He is also the artist responsible for the new “goblin” logo, and also assists the guild with layout and editing. In addition to game design and writing, Dave has had a rather bizarre history of trying to capture his own fifteen minutes of fame. He's played bass guitar in small punk/thrash garage acts, recorded his own computer generated techno music, contributed artwork to a fantasy anthology publication, and briefly had a role in the local professional wrestling scene. Of all his attempts, writing and designing games has proven to be the most rewarding by far. In addition to rpg supplements, Dave is currently working on some experimental board games that focus upon solitaire play. We hope to be able to one day release these under the Mossy Mountain Gathering banner of products. Dave can be contacted through his email at [woodrumworks@yahoo.com](mailto:woodrumworks@yahoo.com)



