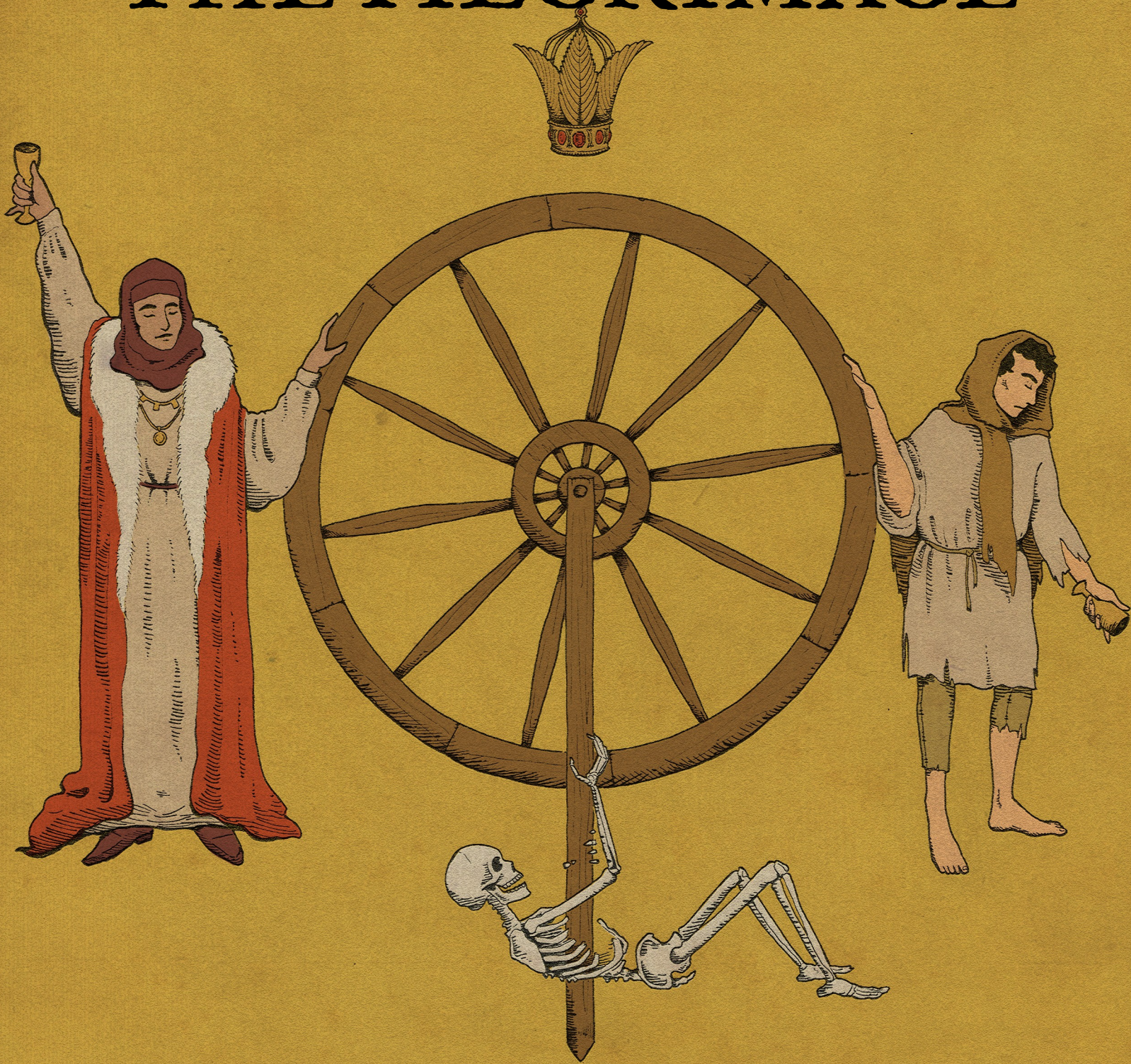
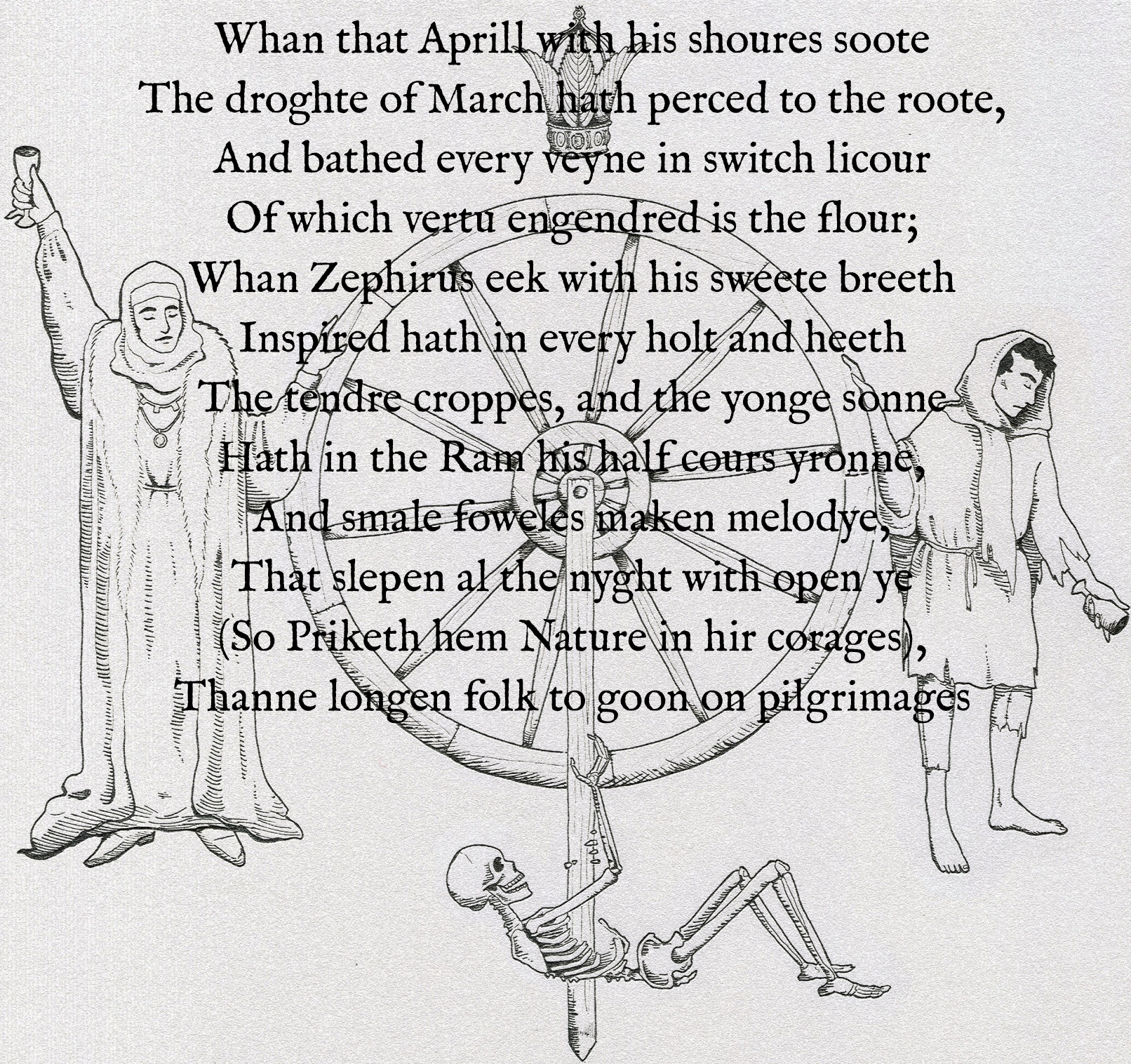


# THE PILGRIMAGE





Whan that Aprill with his shoures soote  
The droghte of March hath perced to the roote,  
And bathed every veyne in switch licour  
Of which vertu engendred is the flour;  
Whan Zephirus eek with his sweete breeth  
Inspired hath in every holt and heeth  
The tendre croppes, and the yonge sonne  
Hath in the Ram his half cours yronne,  
And smale foweles maken melodye,  
That slepen al the nyght with open ye  
(So Priketh hem Nature in hir corages),  
Thanne longen folk to goon on pilgrimages



A group of Pilgrims leave on Pilgrimage. Diverse in nature, they are joined by the Host. The Host sets the scene, describing the strange and fantastic characters that the Pilgrims will face on their long journey.



Each time you gather round a table for this Pilgrimage, you start a Tale.  
Each step of the Tale is measured in Stories. The Host can choose or roll what  
the main theme of each Story will be.

1	Sanguine
2	Choleric
3	Phlegmatic
4	Melancholic
5	Roll twice, and combine.
6	Tranquil. Recover 1 Resolve.

SANGUINE stories by nature are those of society and of the myriad forms it  
can take. Perhaps the Pilgrims find themselves attending an impromptu game  
between rival villages, or entering into a disagreement with a priest over the  
nature of godliness.

If the story be CHOLERIC, then they are violent and dangerous, reflecting  
the base nature of their humour. Bandits ever lie in wait to beset those on the  
path, and vile tempers are always prone to rise in the taverns.

PHLEGMATIC stories prompt an introspective air. The nature of this story is  
one of contemplation, and of mystery. Perhaps the Pilgrims stumble across an  
old manor house, rumoured to be haunted, or maybe they stop because they  
hear a bird speak the tongue of man.

Those more favoured towards the MELANCHOLIC humour will find that  
their story be one of quiet disturbance. The Pilgrims may find themselves  
waylaid by a disease that affects both body and spirit, or by chance they  
discover a new path forward, down a long forgotten road.

The journey ENDS when the pilgrims have faced a number of stories equal to  
their number plus one. The Host should then thank each of them for their  
time, and a party should commence, with libations and food for all and sundry.

# THE RULES

God has ordained a right and proper way of shewing skill, luck, fortune, and peril.

In tasks of peril and strife, roll a 6-sided die, adding the sum to the modifier from the Humour that most applies to the situation.

You may gain an additional 6-sided die from the myriad good fortunes that you may encounter, of which the Host will elucidate.

You may never roll more than 2 dice.

If a pilgrim uses an item that is harmonious to the trial at hand, add an additional six-sided die.

If a pilgrim uses something that is helpful, but not perfect, add a three-sided die (Roll 1d6, and divide by 2, rounding up when necessary).

If another pilgrim seeks to aid the other, consider their position, and use the rules as above.

If the result is higher than a 7, the pilgrim succeeds.

A 1 (in the case of 1d6) or 2 (in the case of 2d6) is always a failure, regardless of a modifier.

Both result in the pilgrim suffering some unexpected setback.

If the result, upon two dice, is 12, Fortune has favoured you well indeed. You gain some unexpected benefit.

When you fail, remove 1 point from your Resolve.

When your Resolve reaches 0, the Pilgrimage is over for you.

# ADDITIONAL RULES

In extremis, Pilgrims may beseech the Heavens. Two paths lay before them, one of righteousness, and one of damnation.

A pilgrim may call upon the Prime Mover, God, the Most Holy. Roll a six-sided die. If the result be six, you succeed. You may use this to restore a Gift, find some salvation from Satan, or gather your Resolve. However, if the result is anything less, thou art a sinner, and your failure be returned three-fold. If the result be a one, thou art a wretch, and your failure be returned seven-fold.

A pilgrim, God save their soul, may call upon Lucifer, the Most Foul, the Great Deceiver. Roll a six-sided die. If the result be a five or six, you succeed. You may use this to restore a Gift, or gather your Resolve. However, Satan now demands a task or sacrifice from thee. If the result be a two, three, or four, thou art forsaken. Be blessed that you are not heard. But, if there lies a one upon your die, be prepared. Satan owns you, soul, and flesh. You will succeed, but in a most cruel and unusual fashion. One that will bring about great ruination.

Each Pilgrim has a Gift, which they may use once per Tale. This can only be restored through intervention from some Power, or by another Pilgrim's actions. Use them carefully.

A Host or Pilgrim can change any of the above rules. They are mere guidelines to help the Host and Pilgrim along the path.

# THE FOUR HUMOURS & RESOLVE

**SANGUINE** - Talkative, active, and full of laughter, those of a Sanguine nature are apt and skilled at social matters, both of jest, merriment, and solemnity. Pilgrims may use this solve matters of conversation and charm.

**CHOLERIC** - The violent nature, the bestial urges, the quick lashing tongue. Those of a Choleric nature are forceful and angry, and well-versed in violence. Pilgrims may use this Humour to smite enemies and fiends with quick striking blows.

**PHLEGMATIC** - Calm, quiet and unperturbed, those of a Phlegmatic nature are never perturbed by the strange and fanciful, and excel at noting changes in the world. Pilgrims may use this to ignore the strangeness of their Pilgrimage, or resist foul temptation.

**MELANCHOLIC** - Contemplative, inwardly seeking and focused, those of a Melancholic nature are gifted at understanding the natural world, and using their intellect. Pilgrims may use this to examine the natural world around them, or ponder dark secrets.

**RESOLVE** - Resolve is the total score from all of the above humours. That is the Pilgrim's resolve. If it ever reach zero, the Pilgrim turns from the path, and must quit their Story and Tale.

# THE PILGRIMS

## THE LEPER

Who better to seek salvation than one so cursed? The Leper is a quiet, studious fellow, careful in action, and not one to risk harm.

Sanguine - 1

Choleric - 1

Phlegmatic - 4

Melancholic - 3

Resolve - 9

### Choose or roll once

1. Dirty rags and bandages, blackened and bloodied.
2. A green robe and beaver hat, with large mitts to cover their hands.
3. Fine silk and discrete medicine, and still well-groomed.
4. A simple tunic, with a large kerchief across the face.
5. Swaddled in blankets, wool and other such as to disguise the form.
6. A pair of crutches, and a cheery disposition.

### Choose or roll twice

1. A finely made clapper, to warn those ahead.
  2. A stout staff, well-worn with travel.
  3. An alms bowl, half-filled with coin.
  4. An indulgence, pardoning a great sin.
  5. A pouch of poultices, for easing aches.
6. A sharp dagger, hidden somewhere on the person.

### Gift

The LEPER may overcome a Phlegmatic challenge as if they rolled a 12.

# THE ALCHEMIST

What strange mixtures and reagents make toil for this creature? They seek to mimic the Divine, to transmute base metal into purest gold. Fools, all of them, but gifted with great intelligence.

Sanguine - 2

Choleric - 2

Phlegmatic - 2

Melancholic - 4

Resolve - 10

## Choose or roll once

1. Soot-stained robes, and a wide-eyed mien, stinking of sulphur.
2. Great voluminous robes, with many hidden pockets.
3. A garment stained with absent-minded breakfasts, and a fur cap.
4. A long robe, with occult symbols traced in filigree along the hems.
5. A worker's leather apron, and singed eyebrows.
6. A simple freeman's tunic, almost disturbingly normal.

## Choose or roll twice

1. An alembic, for the distillation of strange chemicals
2. Flasks of red mercury and copper.
3. A tome of Hermes Trismegistus.
4. A quarter pound of solid Egyptian gold.
5. Two vials of acid.
6. A telescope, to better divine the Heavenly bodies.



### Gift

The ALCHEMIST can attempt to create a reagent. Roll Melancholic, and consult the following table for the results.

1	A complete failure. Lose 3 Resolve.
2	Failure, and a humbling one. Lose 2 Resolve.
3	Failure, most cruel indeed. Lose 1 Resolve.
4	Failure, something you are used to.
5	A minor bauble is made. Some strange alloy or metal, curious but essentially useless.
6	A strange mass of metal, half-fused and somewhat strange.
7	A bead of white phosphorus.
8	A vial of acid.
9	A polished disk of silver.
10	Aqua Vitae.
11	A deadly metallic poison.
12	Silver mercury.
13	Transmuted gold.
14+	A Philosopher's Stone.

# THE NATURAL PHILOSOPHER

Either with their head in the clouds, or peering at the dirt, the Natural Philosopher seeks to understand the world around them, through logic and the knowledge of the Ancients.

Sanguine - 2

Choleric - 1

Phlegmatic - 2

Melancholic - 5

Resolve - 10

## Choose or roll once

1. An absent-minded expression, with a dust-covered habit.
2. Fastidiously clean robes, with a pelt hat.
3. Well-made hose and tunic, with a pouch of aromatics.
4. A bent pair of spectacles surmounting an aged face, with moth-eaten clothes.
5. Comfortable woollen mitts, a thick tunic and cape, with well-shod shoes.
6. A deacon's habit, borrowed from a cousin.

## Choose or roll twice

1. A scroll case filled with unmarked vellum.
2. Plenty of ink and quills, with a quill knife.
3. A treatise by Avicenna, expounding on medicine.
4. A rare lost page of Aristotle.
5. A truncheon to clear out unruly students.
6. A collection of bones, strange rocks and curios.

## Gift

The NATURAL PHILOSOPHER can succeed a Melancholic roll as if they rolled a 12.



# THE DEVOUT

The tonsure-head or wimpled hat of a monk or nun is a common enough sight on Pilgrimage.  
Loquacious and determined, with a clever mind.

Sanguine - 3

Choleric - 1

Phlegmatic - 3

Melancholic - 3

Resolve - 10

## Choose or roll once

1. Clean and red-cheeked, with their habit in good order.
2. Jovially plump behind their clothes, with a broad grin.
3. Severe and strict, their habit drawn tight around their body.
4. Ascetic and wild, hair a bit mad, clothes in disarray.
5. Beatific and complacent, with a number of stains.
6. Surprisingly young and innocent, and perhaps a bit too big or small for their robes.

## Choose or roll twice

1. A mule, carrying two empty baskets.
2. A Church coffer, nearly empty.
3. Two copper candlesticks, and three candles.
4. A walking staff.
5. A very fine beer recipe.
6. A pack full of victuals and clean water.

## Gift

The DEVOUT can automatically succeed a check involving the Church.

# THE KNIGHT-ERRANT

The flower of chivalry, on a noble quest. The travails of the road will test their honour and devotion to their utmost limit.

Sanguine - 4

Choleric - 4

Phlegmatic - 1

Melancholic - 1

Resolve - 10

## Choose or roll once

1. A sweat-stained gambeson and leather cap, and tired eyes.
2. A simple doublet, with matching hose and fine boots.
3. A rusty hauberk of mail, well-worn from battle.
4. A woolen cloak, mended carefully, and thick tunic.
5. Their ancestors armour, antiquated and overwrought.
6. Well-made clothes, with a token of an admirer fluttering free.

## Choose or roll twice

1. A sharp broadsword.
2. An older mare, dependable and slow.
3. A broad-leafed spear, for hunting boar.
4. A map to a sacred relic.
5. A shield, bearing an unfamiliar crest.
6. A love letter from a noble.

## Gift

The KNIGHT-ERRANT can automatically succeed a Choleric roll as they rolled a 12.



## THE EX-BANDIT

Once a fellow of crime, they now seek redemption. That, of course, does not mean they are above their old ways.

Sanguine - 2

Choleric - 3

Phlegmatic - 3

Melancholic - 2

Resolve - 10

### Choose or roll once

1. Simple, drab linens with a long cloak.
2. Watchful eyes peer out from a hooded tunic, with green hose.
3. Dirty, muddy, and thoroughly lice-ridden, with blood-stained hands.
4. A farmer's outfit, one would never look twice.
5. Tough leather, worn but maintained.
6. A simple vest, and simple breeches, with a shaved

### Choose or roll twice

1. A longbow, with three arrows.
2. A poster for your arrest, at 1 pound.
3. A razor-sharp Messer.
4. A pilfered chalice of silver from a Church.
5. A rope with a hook.
6. A second set of clothes.

### Gift

The EX-BANDIT can procure an item from the other Pilgrims list, on a successful Choleric roll.

# THE BURGHER

The city and the ways of money are the language of this pilgrim. Some aspire to great heights, other are content, all make the world move.

Sanguine - 4

Choleric - 1

Phlegmatic - 3

Melancholic - 2

Resolve - 10

## Choose or roll once

1. Jocular, avuncular, and with a straining brocade.
2. Well-made clothes, perfectly fit, and conservative.
3. Brash, foreign colours, narrowly skirting the sumptuary laws.
  4. A long velvet robe, over a simple tunic.
  5. A heavy tunic and felt cap, with a demi-cape.
6. Calloused hands, and a simple manner show their origin.

## Choose or roll twice

1. A purse containing florins, ducats, and pence.
2. A swathe of silk, from the Eastern Lands.
3. A keen dagger.
4. A hunk of Parmesan cheese, wrapped in cheese-cloth.
5. An unsigned Letter of Nobility.
6. A set of gaming dice.

## Gift

The BURGHER can automatically succeed a Sanguine roll as they rolled a 12.



## THE NOBLE

Haughty, crass, proud, vain, or humble, a Noble is of high station. Only the Divine stands above, but for mortals, the Noble will be as close that they get.

Sanguine - 4

Choleric - 2

Phlegmatic - 2

Melancholic - 2

Resolve - 10

### Choose or roll once

1. Arrogant in brocaded silk, with a gold ring.
2. Conservative in black, a long cape disguising their form.
3. Foppish, with purple, red and white linen in abandon.
4. A fine set of traveling leathers, well-heeled boots, and a practical cap.
5. Threadbare, an impoverished look, just barely above that of a Burgher.
6. A gambeson with heraldic devices to proclaim their heritage.

### Choose or roll twice

1. A fine longsword, well-sharpened.
2. A squire, eager and curious.
3. A stallion, fine and sturdy.
4. A full purse of newly minted pounds.
5. A writ from the Royals, to clear a name for a crime.
6. A collection of letters, all of them blackmail.

### Gift

The NOBLE is above many concerns. They may ignore a problem set forward by the Host.

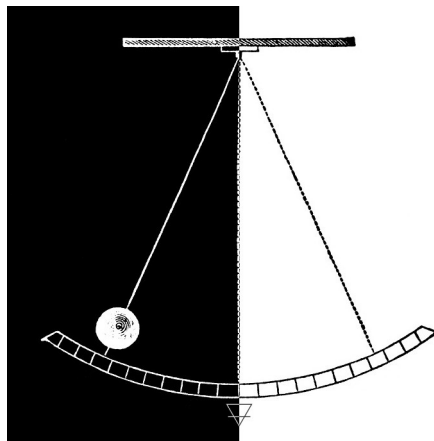
# FINALE

The game, ultimately, is designed to be a light beer-and-pretzels kind of game, with a large amount of flavour in the vein of Chaucer's Canterbury Tales.

The author would like to thank his parents and friends for their continued support and love.

Inspired by my love of Chaucer's Canterbury Tales, medieval humours, and role-playing games.

All art by Phoebe Nezil ([phoebenezil@gmail.com](mailto:phoebenezil@gmail.com)) - *She's excellent!*



PENDULUM GAMES