

# Table 528 - Tragedies

When rolling on Table 528 - Tragedies roll 1D20 and add your Social Mod to the roll.

Roll	Tragedy
-2 or less	Wild carnivorous beasts attack. The character receives a serious injury but survives. He is forced to watch 1D4 friends or family devoured by the beasts. Roll on Table 780 - Serious Wounds to determine specific injury
-1	Reroll but do not add your Social mod to the roll
0	Imprisoned for a crime the character did not commit. Roll on Table 875 - Crimes to determine the specifics
1	If the character has children, one of them dies. Roll on the table below. If no children then Reroll. 1-2 : An accident 3 : A fire 4-5 : Disease 6 : Someone's actions. Roll on Table 750 - Others to determine who it was that caused the death, then roll on Table 545 - Death Situations to determine specifics
2	Parents or guardians are imprisoned for not being able to pay taxes. Roll on Table 546 to determine what happens to the character.
3	A favorite pet dies painfully. Roll 1D6, on a result of 5-6 the death was caused by someone. Roll on Table 750 - Others to determine who caused the death.
4	Parents/guardians die. Roll on Table 546 to determine the results.
5	The village or small town where the character lives is wiped out. If the character lives in a large town or city then the area in which the character lives is destroyed. Roll 1D6 for each family member, on a result of 5-6 that relative is killed in the destruction. Roll on the table below. 1 : Disease 2-3 : A terrible fire 4-5 : War 6 : Someone's actions. Roll on Table 750 - Others to determine who caused the destruction.
6	The character is responsible for a death. Roll on Table 750 - others to determine who died and then roll on Table 545 - Death Situations to determine how they died.
7	Parents/guardians die. Roll on Table 546 to determine the results.
8	Family/guardians are wiped out. Roll 1D6 for each family member/guardian, on a result of 3-6 that person dies. Roll on the table below. 1 : Disease 2-3 : A terrible fire 4-5 : War 6 : Someone's actions. Roll on Table 750 - Others to determine who caused the destruction.
9	A favorite, possibly valuable, possession vanishes. Roll on the table below. 1-3 : Lost 4-5 : Stolen 6 : Stolen and a fake was left in its place
10	One or both of the characters parents/guardians were outlawed. Roll 1D6, on a result of 1-4 only one parent was outlawed. Roll on Table 875 - Crimes to determine the crime they committed.
11	Character sold into slavery. Roll on Table 539 - Enslaved to determine specifics

Roll	Tragedy
12	Character receives a severe injury. Roll on Table 870 - Serious Wounds to determine the injury and then roll on the table below. 1-4 : An accident 5 : A fire 6 : Attacked by an animal 7-8 : Someone's actions. Roll on Table 750 - Others to determine who caused the injury
13	One of the characters parents/guardians is killed. Roll on the table below. 1-4 : An accident 5-6 : Someone's actions. Roll on Table 750 - Others to determine who caused the death then roll on Table 545 - Death Situations to find the cause of death
14	The character is banned from performing his occupation within his home nation.
15	If the character has a lover then something terrible happens to him/her. Roll on the table below. If no lover then roll over. 1 : Lover is unfaithful and leaves the character heartbroken 2 : Lover attempts to kill the character and then disappears 3 : Lover tries to kill the character but dies in the attempt 4 : Lover dies of disease 5 : Lover dies in a fire 6 : Lover dies in an accident 7 : Lover is killed by his or her former lover 8 : Lover disappears and is never seen again 9 : Lover declares that he or she is now homosexual 10 : Lover is imprisoned for a crime whether they had done it or not. Roll on Table 875 - Crimes to determine the specifics
16	Disease nearly kills the character and leaves permanent scars. Reduce Comeliness by 1D4 and gain DF - Scarred
17	War ravages the characters homeland. Roll on the table below. 1-2 : One additional tragedy 3-4 : Two additional tragedies 5 : 1D3 additional tragedies 6 : If character is over 14 years old he is drafted into the military, Roll on Table 12 - Military Experience. Otherwise 1D3 additional tragedies.
18	A fire guts the characters home and destroys everything he owns. Reduce wealth level by 1 level.
19	The character gets cursed. Roll on Table 868 - Curses for the specifics
20	The characters best friend dies. Roll on Table 545 - Death Situations to determine the specifics
21	Family estates are destroyed. Roll on the table below. 1 : A revolt 2-3 : A fire 4 : An unexplained accident 5 : War 6 : Someone's actions. Roll on Table 750 - Others to determine who caused the destruction
22	Imprisoned for a crime the character did not commit. Roll on Table 875 - Crimes to determine the specifics
23	Reroll but do not add your Social mod to the roll
24	Family loses all of their wealth. Roll on Table 3 - Igard Confederacy Social Status and subtract 30 from the roll to determine the characters new Social Status and Social Mod
25	Family disinherits the character. Roll on Table 3 - Igard Confederacy Social Status and subtract 45 from the roll to determine the characters new Social Status and Social Mod

Roll	Tragedy
26-27	The character is forced into a political marriage. If the character is already married then the spouse "disappears". The new spouse dislikes the character and will cause problems for him for some time to come.
28-29	A shift in the economy causes severe inflation affecting even the wealthy. If the characters wealth level is above destitute drop it by 1D3 levels.
30-31	Reroll but do not add your Social mod to the roll
32	The chief source of the family's income is destroyed. Reduce the characters social status by 1 level
33	The characters family is stripped of all titles and lands. Reduce the characters social status to Civilian/Poor.

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