

| Yearly event | |
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| YEARLY EVENTS (1d20) | |
| 1-5 | Good fortune ³⁴ |
| 6-7 | Friend ³⁵ |
| 7-12 | Relations ³⁶ |
| 13 | Saga event ³⁷ |
| 14-15 | Enemy ³⁸ |
| 16-20 | Bad Fortune ³⁹ |
| GOOD FORTUNE (1d20) 34 | |
| +5 for knight, +10 for landed | |
| 1 | Roll [Valorous] = ⊕ Fumble= 1d6 goods Fail= Loot ⁹ Success=Toll gift 2£pa Critical=Toll grant 2£pa |
| 2 | Gift of a courser |
| 3 | Gift of a chainmail |
| 4 | Trial=honor & valor +1 |
| 5 | Inherit claim on manor |
| 6 | Gain Loot ⁹ with plunder |
| 7 | Cure all family frail |
| 8 | Find a mentor for, 2d6 years ⊕ in a court skill |
| 9 | Find a master, 2d6 years ⊕ in a weapon skill |
| 10 | Start new skill 2d6+ |
| 11 | Roll [Loyalty lord] = ⊕ Fumble= Guest ¹⁶ Fail=Gift of a charger Success=Allowance +2£ Critical=Gift of a manor |
| 12 | Gain a Companion ²⁷ |
| 13 | Roll twice, select one |
| 14 | Toll gift of 1£/yearly |
| 15 | Gift from liege, roll Luck |
| 16 | Bless +1 until Christmas |
| 17 | Wise hermit 6* trait ⊕ |
| 18 | Roll 3 kin events select 1 |
| 19 | Start a new passion |
| 20 | Gift of 5 free servants |
| 21 | Roll [hospitality] = ⊕ Fumble= 1d6 goods Fail= hunting courser Pass= free named squire Crit=1d6 Companions ²⁷ |
| 22 | Your tale becomes a popular song +500 glory |
| 23 | Find 1d6£ in coins |
| 24 | Wed: Wife allowance +2£ Unwed: Courting ⁴¹ status+5 |
| 25 | Liege's bastard as squire get an allowance of 2£ |
| 26 | Roll [Honor] = ⊕ Fumble= Get 3d6£ goods Fail= Get Loot ⁹ Pass=Gift of journeyman Critical= Gift of master |
| 27 | Get five infantry & the farms to pay for them |
| 28 | Get £10 for project |
| 29 | Pay 1£ to get 1 pop |
| 30 | Larger demesne +1d6£ |

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| +2 for knight, +4 for landed 35 | |
| 1d6 | Friend Benefit |
| 1 | The cook +1 stat |
| 2 | Maid Gossip |
| 3 | Rider Named |
| 4 | Mentor ⊕ per year |
| 5 | Mercenary 3 favors |
| 6 | Companion ²⁷ - |
| 7 | Master Burgher |
| 8 | Knight Named |
| 9 | Liege's son 1d6 order |
| 10 | Neighbor Pact |
| RELATIONS 36 | |
| If wed roll [Chaste] or [Love wife] | |
| Fumble | Tragedy ⁵¹ |
| Fail | Flirt ⁴⁴ |
| Success | Joy ⁴⁵ |
| Critical | Bliss ⁴⁸ |
| If unwed roll [Lustful] | |
| Fumble | Courting ⁴¹ |
| Fail | Woo ⁴⁰ |
| Success | Flirt ⁴⁴ |
| Critical | Affair ⁴⁶ |
| SAGA EVENT (1d20) 37 | |
| +5 for knight, +10 for landed | |
| 1 | If a lord knights you he will die horribly |
| 2 | If knighted, a miracle |
| 3 | Warning: Eye for an eye |
| 4 | Prediction: own land |
| 5 | You will lose all you own |
| 6 | Your child gets a "godmother" gift |
| 7 | Your child gets a "godmother" curse |
| 8 | You have the fairy sign |
| 9 | You will betray your lord |
| 10 | Passion will save the day |
| 11 | Warning: do not fight |
| 12 | Your horse is intelligent |
| 13 | Make penance or die |
| 14 | Prediction: Go pilgrimage |
| 15 | Warning: watch the wife |
| 16 | Sign from the divine |
| 17 | Warning: son will die if he become a knight |
| 18 | Highest trait will change from defeat to victory |
| 19 | Prediction: die alone |
| 20 | An object of destiny |
| 21 | Next war will see you fall |
| 22 | Trust fate in next battle |
| 23 | Your kin will deny you |
| 24 | Your squire to be a hero |
| 25 | A friend will deny you three times in need |
| 26 | 10 year peace in the land |
| 27 | Warning: a future famine |
| 28 | Build a chapel, to enrich the land and get a boon |
| 29 | All clergy will flee the fief |
| 30 | Your land will become a place of pilgrimage |

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| ENEMY (1d6) 38 | |
| 1 | Romantic rival |
| 2 | Ambition rival |
| 3 | Revenge a deed done |
| 4 | Slighted high passion |
| 5 | Family enemy/feud |
| 6 | Ex-friend,lover,companion |
| 1d6 Enemy status/power | |
| 1 | Servant/burgher |
| 2-3 | Lower than you |
| 4-5 | Equal to you |
| 6 | Higher than you |
| 1d6 Where? | |
| 1 | Your household |
| 2-3 | Liege's court |
| 4 | King's court |
| 5 | Foreign court (random) |
| 6 | Barbarian court |
| 1d6 Who is angry? | |
| 1-3 | They hate you |
| 4-6 | You hate each other |
| 1d6 How angry? | |
| 1 | To the death right now |
| 2 | Death at the right time |
| 3 | Open hate, thwart at all given opportunities |
| 4 | Hidden hate, will plot for years and years |
| 5 | Backstab indirectly |
| 6 | Righteous animosity |
| BAD FORTUNE (1d20) 39 | |
| +5 for knight, +10 for landed | |
| 1 | Lost your knight's sword [Energetic] or Insulted ¹³ |
| 2 | Gamble away 2d6*10d |
| 3 | Rot, all horse frail +2 |
| 4 | Forget 1d6 skill points |
| 5 | Lose friend/companion |
| 6 | Debt = Maintenance |
| 7 | Sickness family frail+1 |
| 8 | Accident -1 App |
| 9 | No training this year |
| 10 | Disease -1 CON |
| 11 | [Wed] rumor of Lover ⁵⁰ [Unwed] lose love/amour |
| 12 | Disease -1 STR |
| 13 | -1 curse until Christmas |
| 14 | Rats halve cloth value |
| 15 | Stricken ⁸ after calamity |
| 16 | Hurt ⁷ in accident |
| 17 | Main horse breaks a leg |
| 18 | Lose family heirloom |
| 19 | A horse dies in accident |
| 20 | Companion/servant dies |
| 21 | Owes a Jew 1d6£ @ 20% |
| 22 | Rusting armor -1 point |
| 23 | All horses frail +1d6 |
| 24 | Pay 1d6£ or lose armor |
| 25 | Pay 1d6£ or lose horse |
| 26 | This years loss +1d6£ |
| 27 | Fight ¹⁹ or 2d6£ loss |
| 28 | Fortification/demesne -1 |
| 29 | Fire in demesne -1d6£ |
| 30 | Neighbor blood feud |

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| WOO 40 | |
| If already courting go to Deed ⁴² | |
| [Loyalty][Honour][Courtesy] | |
| Success= ⊕,crit=+25G, Fumble ⁶ | |
| 0 | Your presumptions has gained you an Enemy ³⁸ |
| 1 | Your lord asks if you wish to marry a commoner 1d3£ |
| 2 | Her brother test you, win Challenge ²⁸ = Courting ⁴¹ |
| 3 | You are deemed worthy and may start Courting ⁴¹ |
| COURTING 41 | |
| You may court her until rejected multiples only by GM choice | |
| If already courting go to Deed ⁴² | |
| 1d20 Status - first time only | |
| 1 | Commoner, named |
| 2-3 | Lower status |
| 4-6 | Lower status, named |
| 7-10 | Same status |
| 11-14 | Same status, named |
| 15-17 | Higher status |
| 18-19 | Higher status, named |
| 20 | Real lady, named |
| [Flirting] +-App +-Status | |
| Fumble | Outright rejected |
| Fail | May continue below |
| Success | -"- with +5 |
| Critical | -"- with +10 |
| [Romance] +-App +-Status | |
| Fumble | Fumble ⁶ & Dejection ⁴⁷ |
| Fail | Gain Devotion 3d6 |
| Success | Joint Devotion 2d6+6 |
| Critical | -"- & roll again below |
| [Chaste] | |
| Fumble | Lustful+1 & forced to marry, no dowry |
| Fail | Directed trait: jealous |
| Success | Proposal ⁴³ |
| Critical | Love at first sight, you are wed this year |
| <i>Continue in the rule book as well</i> | |
| DEED (roll 1d6) 42 | |
| Successful deed= Proposal ⁴³ | |
| Failed deed= Dejection ⁴⁷ | |
| 1 | Win a Tournament ²⁵ |
| 2 | Win a Challenge ²⁸ |
| 3-4 | Select three to pass: [Romance][Dance][Orate][Play][Singing][Compose] |
| 5 | Roll your [Devotion] or -"- |
| 6 | Give gift of 1d6£ worth |
| PROPOSAL 43 | |
| [Devotion][Honour][Romance] | |
| Success= ⊕,crit=+25G, Fumble ⁶ | |
| 0 | Rejected, she weds another |
| 1 | Try again, any Devotion +1 |
| 2 | Her family accepts the offer any Devotion is gone |
| 3 | With happy tears she accepts your proposal any Devotion become Love |

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| FLIRT, wed 44 | |
| [Flirt][App][Dance/Play/Sing] | |
| Pass=⊕,Crit=10G,Fbl= Insulted ¹³ | |
| 0 | [Honor] +1 lustful, fail= Challenged ²⁸ , peasant rape |
| 1 | Bastard ⁴⁹ |
| 2 | Affair ⁴⁶ |
| 3 | A rich widow tries for 1d6 years to get your attention |
| FLIRT, unwed | |
| [Flirt][Appearance][Dance] | |
| Pass=⊕,Crit=10G,Fbl= Insulted ¹³ | |
| 0 | Insulted ¹³ by rival |
| 1 | 1d3 children in village |
| 2 | Bastard ⁴⁹ |
| 3 | [1-3] Affair ⁴⁶ [4-5] Woo ⁴⁰ [6] Courting ⁴¹ a rich widow |
| JOY 45 | |
| If you have a Love(wife) roll on table below, if you don't gain it | |
| Fumble | Wife +1 Appearance |
| Fail | Healthy Pregnancy |
| Pass | ⊕ If she loves you +1 and 1d6 skill points if not then she does now |
| Critical | +1, Roll on Bliss ⁴⁸ |
| AFFAIR, wed 46 | |
| [Intrigue][Deceitful][Prudent] | |
| Success= ⊕, fail= -⊕, Fumble ⁶ | |
| 0 | Caught, former friend/ally become your Enemy ³⁸ |
| 1 | Caught, Tragedy ⁵¹ & Loss ¹⁴ |
| 2 | You have a discreet affair with a lady, 500 glory |
| 3 | You are the paramour of a high lady, 1000G & Luck |
| AFFAIR, unwed | |
| [Intrigue][Deceitful][Prudent] | |
| Success= ⊕, fail= -⊕, Fumble ⁶ | |
| 0 | Caught & challenged ²⁸ by enemy ³⁸ , she takes poison, -1 honor, -1 hospitality |
| 1 | You are Challenged ²⁸ fail and proven guilty |
| 2 | She births a child, which will look like you, 250G |
| 3 | You are the paramour of a high lady, 500G & roll once a year: [12] Luck [34] affair continues [56] affair ends |
| DEJECTION 47 | |
| [Devotion][Chaste][Modest] | |
| Success= ⊕,crit=+10G, Fumble ⁶ | |
| 0 | Damn her, +1 lustful and proud, any Devotion is lost, gain Hate(her family) |
| 1 | Forget her, failed roll effect: Chaste fail = Bastard ⁴⁹ Modest fail = Enemy ³⁸ |
| 2 | You will be back, Gain 3d6 Devotion or gain +2 |
| 3 | You fall in love with her gain a passion for her |

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| BLISS 48 | |
| +2 for Love, +4 for mutual love | |
| 1d6 | Happily married |
| 1 | Roll [Romance] Fumble=she arranges a concubine for you Fail= you love her (or+1) Pass=She Loves you (or+1) Crit= mutual Love(or+1) |
| 2 | Both +3 chaste max 18 |
| 3 | Wife appearance +1d6 |
| 4 | Gain 5 free servants |
| 5 | Inspires a song +250 glory |
| 6 | Last child is blessed |
| 7 | Wife gain 2d6 skill points |
| 8 | Heir gets Good fortune ³⁴ |
| 9 | 3 family rerolls |
| 10 | Roll [Love wife] Fumble= wife +1 fertility Fail= investment of 1d6£ Success=for 3 years no children health rolls Critical=Young again, for 3 years no age or frail |
| BASTARD 49 | |
| [Honest][Just][Family] | |
| Success= ⊕, fail= -⊕ | |
| 0 | Unwed =child and Loss ¹⁴ Wed = child and Tragedy ⁵¹ |
| 1 | You refuse the child and in 20 years get an Enemy ³⁸ |
| 2 | Recognize the child as yours it comes into your care |
| 3 | Sire a child with a maiden Unwed = marriage, Wed = 250G, child, concubine, Loss ¹⁴ and Enemy ³⁸ |
| LOVER, rumored 50 | |
| [Chaste][Trusting][Forgiving] | |
| 0 | You kill her in a jealous rage |
| 1 | Must be true, get divorce |
| 2 | Why would she? Family ⊕ |
| 3 | Defend her through arms Challenge ²⁸ Love Family +1 |
| TRAGEDY 51 | |
| 1d6 | You betrayed her so |
| 1 | She becomes a nun, each year roll d[20] = dies, until then you remain married |
| 2 | Rumors of a Lover ⁵⁰ |
| 3 | She takes poison & dies, her kin as 1d3 Enemies ³⁸ |
| 4 | Her love becomes hate |
| 5 | She runs away & is gone |
| 6 | Divorce ⁵² |
| DIVORCE 52 | |
| You have failed her so much that your liege/church grants your wife divorce. Together with the GM you should sort out what happens and what passions to change. | |

| Summer Solo | |
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| GM SELECT SOLO or roll 1d6 | |
| 1 Generic ⁵ at home | |
| 2 Vassal duty ¹ | |
| 3 Liege court ² | |
| 4 Adventure ³ | |
| 5 Unwed= Love ¹⁰ , Wed=chose Adventure ³ or Questing ⁴ | |
| 6 Player select one above | |
| VASSAL DUTY (roll 1d6) +2 for knight/rider +4 for landed knight | 1 |
| 1 [Aware] Bandits ¹¹ fail= Chore ¹² | |
| 2 Generic ⁵ serve a knight | |
| 3 [Horse] Patrol ²⁴ fail= Chore ¹² | |
| 4 Generic ⁵ bout and Loot ⁹ | |
| 5 [Valor] Garrison ¹⁸ fail= Generic ⁵ | |
| 6 Generic ⁵ guard duty | |
| 7 Select: Conflict ¹⁵ or Generic ⁵ | |
| 8 Generic ⁵ fight barbarians | |
| 9 Muster ²³ (roll kin survival) | |
| 10 Generic ⁵ and Enemy ³⁸ | |
| LIEGE COURT (roll 1d6) +2 for knight/rider +4 for landed knight | 2 |
| 1 1d6+ in a <10 courtly skill | |
| 2 Generic ⁵ Help the servants | |
| 3 [Court] Amuse ¹⁷ fail= Chore ¹² | |
| 4 Generic ⁵ gain gift of Luck | |
| 5 [Lord] Guest ¹⁶ fail= Generic ⁵ | |
| 6 Generic ⁵ entertain the lord | |
| 7 Select Amuse ¹⁷ / Garrison ¹⁸ | |
| 8 Generic ⁵ feast (no combat) | |
| 9 Select Conflict ¹⁵ / Patrol ²⁴ | |
| 10 Generic ⁵ demesne +1£ | |
| ADVENTURE (roll 1d6) +2 for knight/rider +4 for landed knight | 3 |
| 1 Select Bandits ¹¹ / Patrol ²⁴ | |
| 2 Generic ⁵ helping a knight | |
| 3 Select Hideout ²⁰ , Garrison ¹⁸ | |
| 4 Generic ⁵ duel + Relations ³⁶ | |
| 5 [Court] Hunt ²⁶ fail= Generic ⁵ | |
| 6 Generic ⁵ religious trial | |
| 7 Liege holds Tournament ²⁵ | |
| 8 Generic ⁵ making it right | |
| 9 Questing ⁴ roll below | |
| 10 Generic ⁵ & Companion ²⁷ | |
| QUESTING (roll 1d6) Fail= Age +2 for knight, +4 of table round | 4 |
| 1 Quest of Knighthood ²⁹ | |
| 2 Generic ⁵ for Guenevere | |
| 3 Quest of Challenge ²⁸ | |
| 4 Generic ⁵ & Good fortune ³⁴ | |
| 5 Quest of Chivalry ³¹ | |
| 6 Generic ⁵ for the King +25G | |
| 7 Quest of Tournament ²⁵ | |
| 8 Generic ⁵ for Arthur +100G | |
| 9 Quest of Victory ³² | |
| 10 Generic ⁵ for Arthur +500G | |

| Winter Solo | |
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| Chosen, select a summer solo but travel cost 1£/rider, horse get +1 frail and rider get no stewardship or any healing. | |
| GENERIC 5 | 5 |
| 1d6 Roll or GM select | |
| 1 ⊕ 3 skill 3 trait 3 passion | |
| 2 ⊕ 6 skill 2 trait 1 passion | |
| 3 10 glory ⊕ 6 skill 2 trait | |
| 4 25 glory ⊕ 5 skill 2 trait | |
| 5 50 glory ⊕ 4 skill 3 trait | |
| 6 75 glory ⊕ 3 skill 4 trait | |
| FUMBLE ROLL 1D6 6 | 6 |
| 1 Common mistake | |
| 2 Ordinary failure | |
| 3 Comical failure | |
| 4 Pain -1 HP | |
| 5 Insulted ¹³ , end solo | |
| 6 Roll again below | |
| 1 End solo shame Modest ⊕ | |
| 2 End solo shame Pious ⊕ | |
| 3 End solo shame Vengeful ⊕ | |
| 4 End solo shame Honor -⊕ | |
| 5 End solo shame Arbitrary ⊕ | |
| 6 Roll again below | |
| 1 Directed 1d6 negative trait | |
| 2 Disheartened -3 to skill | |
| 3 Misery -1 to Passion | |
| 4 Aging roll | |
| 5 Loss of honor (-1) | |
| 6 Hurt ⁷ or Stricken ⁸ | |
| HURT (physical) 7 | 7 |
| 1 Major wound | |
| 2 Scarred 1d6+ HP & -1 APP | |
| 3 -1 DEX | |
| 4 -1 CON | |
| 5 -1 STR | |
| 6 Age roll | |
| STRICKEN (emotional) 8 | 8 |
| 1 Passion -2 | |
| 2 -3 APP | |
| 3 Re-roll a fitting trait 3d6 | |
| 4 Insanity for 1d6+ months | |
| 5 Lazy, Cruel, Vengeful +1 | |
| 6 Age roll | |
| LOOT 1d6£ goods, if possible plunder then +1 each for ⊕ in Cruel,Selfish,Vengeful,Wordly If roll is ≥6 then roll again below keep the bonus for trait checks | 9 |
| 1 +1*4 opposing traits above | |
| 2 +1*2 opposing traits above | |
| 3 Courser, tack & gear | |
| 4 Palfrey, tack & gear | |
| 5 Luck roll | |
| 6 Prisoner (roll Companion ²⁷) | |
| 7 Roll twice keep bonus | |
| 8 +1d6£ goods | |
| 9 +1d6£ coins | |
| 10 +2d6£ goods +1d6£ coins | |

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| LOVE 10 | 10 |
| If not courting roll for [Lustful] | |
| Fumble ⊕ Generic ⁵ & Courting ⁴¹ | |
| Fail -⊕ Generic ⁵ & Woo ⁴⁰ | |
| Pass ⊕, Generic ⁵ & Flirt ⁴⁴ | |
| Critical ⊕, Generic ⁵ & Affair ⁴⁶ | |
| If courting [Devotion][Chaste] | |
| Fumble ⊕ Fumble ⁶ + Dejection ⁴⁷ | |
| Fail*2 -⊕ Generic ⁵ & Flirt ⁴⁴ | |
| Pass*1 ⊕ Generic ⁵ & Deed ⁴² | |
| Pass*2 ⊕ Generic ⁵ & Proposal ⁴³ | |
| Critical ⊕ Generic ⁵ & Proposal ⁴³ | |
| BANDITS 11 | 11 |
| [Aware][Hunting][Recognize] | |
| Success= ⊕,crit=+10G, Fumble ⁶ | |
| 0 Generic ⁵ failure | |
| 1 Generic ⁵ didn't catch all | |
| 2 Fight ¹⁹ (to catch them) | |
| 3 Select Fight ¹⁹ or Hideout ²⁰ | |
| CHORE 12 | 12 |
| [Horse][Energetic][First aid] | |
| Pass=⊕,Crit=10G,Fbl= Insulted ¹³ | |
| 0 You keep away Lazy +1 | |
| 1 Humble=⊕, +1 in roll | |
| 2 ⊕ 3 skill 2 trait 1 passion | |
| 3 Generic ⁵ duties, no glory | |
| INSULTED 13 | 13 |
| [Honor][Temperate][Valorous] | |
| Success= ⊕,crit=+10G, Fumble ⁶ | |
| 0 It is the truth -1 Honor | |
| 1 -⊕ Honor [Proud] Enemy ³⁸ | |
| 2 Integrity gives ⊕ Honor | |
| 3 [Energetic] gain Friend ³⁵ | |
| LOSS 14 | 14 |
| [Honest][Loyalty Lord][Just] | |
| Success= ⊕, critical=+10 Glory | |
| 0 Loyalty -1 | |
| 1 -1 in one of the above | |
| 2 Owe damages 1d6£ | |
| 3 You are forgiven +25 Glory | |
| CONFLICT 15 | 15 |
| Roll against [Honor] Pass=⊕ | |
| Fumble Chore ¹² | |
| Fail Garrison ¹⁸ | |
| Success win Skirmish ²¹ = Loot ⁹ | |
| Critical Conquest ²² | |
| GUEST 16 | 16 |
| [Hospital][Valor][Honor]=glory | |
| Success= ⊕,crit=+10G, Fumble ⁶ | |
| 0 Hospitality -1 & Insulted ¹³ | |
| 1 30 Glory and join a Hunt ²⁶ | |
| 2 50G & join a Tournament ²⁵ | |
| 3 Generic ⁵ & Good fortune ³⁴ | |
| AMUSE 17 | 17 |
| [Play][Sing][Game]=Glory | |
| Success= ⊕,crit=+10G, Fumble ⁶ | |
| 0 Generic ⁵ boring the lord | |
| 1 Lets go Hunting ²⁶ instead | |
| 2 Join as their Guest ¹⁶ | |
| 3 Generic ⁵ & gift of Luck | |

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| GARRISON (3 times 1d6) 18 | 18 |
| Success= ⊕, critical=+10 Glory | |
| 1 Lordly visit [Hospitality] | |
| Pass [Play][Orate][Court]=Glory | |
| If all three= Guest ¹⁶ | |
| Fail [Proud] to get Challenged ²⁸ | |
| 2 Guard duty [Energetic] | |
| Pass Spot trouble one Patrol ²⁴ | |
| Fail 3*[Weapon] or d6 HP | |
| 3 Administer justice [Just] | |
| Pass [Prude][Forgive][Mercy]=G | |
| If all three= Companion ²⁷ | |
| Fail [Honor] +1 or if fail=1d6£ | |
| 4 Attend feast [Courtesy] | |
| Pass [Modest] to join Hunt ²⁶ | |
| [Lustful] for Flirt ⁴⁴ | |
| Fail [Indulgent] get Insulted ¹³ | |
| 5 Foreigners [Trusting] | |
| Pass Gain 2d6 Suspicious(vs X) | |
| Fight ¹⁹ fail= Loss ¹⁴ | |
| Fail +20 Glory Bandits ¹¹ | |
| 6 Thieves [Awareness] | |
| Pass [Honor] +1 or fail= Loot ⁹ | |
| Fail [Energetic] for Bandits ¹¹ | |
| [Lazy] for Loss ¹⁴ | |
| FIGHT 19 | 19 |
| [Valour][Weapon][Horse] | |
| Success= ⊕,crit=+10G, Fumble ⁶ | |
| 0 Fail 5*[Weapon] or d6hp | |
| 1 Draw 3*[Weapon] or d6hp | |
| 2 Win 25g and 1d6 goods | |
| 3 Victory 50g and Loot ⁹ | |
| HIDEOUT 20 | 20 |
| [Prudent][Valour][Siege] | |
| Success= ⊕,crit=+50G, Fumble ⁶ | |
| 0 Hurt ⁷ or -1 honor | |
| 1 Fail 3*[Weapon] or d6+hp | |
| 2 Win 50g 3*⊕ d6hp & Loot ⁹ | |
| 3 Win 75g 6*⊕ d6hp | |
| select Loot ⁹ or Luck | |
| SKIRMISH 21 | 21 |
| [Lance/Spear][Valour][Battle] | |
| Success= ⊕,crit=+25G, Fumble ⁶ | |
| 0 You are taken prisoner | |
| 1 Fail 3*[Weapon] or d6+hp | |
| 2 Win 30g, d6hp and 4*⊕ | |
| 3 Win 50g, d6hp and 6*⊕ | |
| select Companion ²⁷ / Luck | |
| CONQUEST 22 | 22 |
| Roll against [Loyalty Lord] | |
| Fumble Chore ¹² | |
| Fail Win Fight ¹⁹ = Luck | |
| Success Win Skirmish ²¹ = Loot ⁹ | |
| Critical Win Hideout ²⁰ =Manor | |
| MUSTER 23 | 23 |
| [Loyalty][Valour][Honor] | |
| Success= ⊕,crit=+25G, Fumble ⁶ | |
| 0 Chore ¹² | |
| 1 Garrison ¹⁸ | |
| 2 Select Fight ¹⁹ / Skirmish ²¹ | |
| 3 Select Conquest ²² / Patrol ²⁴ | |

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| PATROL (3 times 1d6) 24 | 24 |
| Success= ⊕, critical=+10 Glory | |
| 1 Visit manor [Temperate] | |
| Pass [Honor][Valor][Humble]=G | |
| If all three= gain a Friend ³⁵ | |
| Fail [Selfish] = Insulted ¹³ | |
| [Suspicious] = Enemy ³⁸ | |
| 2 What is that? [Aware] | |
| Pass Select Bandits ¹¹ / Hideout ²⁰ | |
| Fail [Energetic] Fight ¹⁹ fail= Loss ¹⁴ | |
| 3 Find spoor [Hunt] | |
| Pass [Horse][Spear/bow][Aware] | |
| For each gain 1£ goods | |
| Fail [Valor] 1d6hp fail= Loss ¹⁴ | |
| 4 Barbarians [Prudent] | |
| Pass Fight ¹⁹ | |
| Fail Win Skirmish ²¹ = Loot ⁹ | |
| 5 Talk to an old lady [Fairy] | |
| Pass [Merciful] Good fortune ³⁴ | |
| fail = Loot ⁹ | |
| Fail [Pious][Generous] | |
| if both fail= Bad fortune ³⁹ | |
| 6 Enemies [Battle] | |
| Pass if win Skirmish ²¹ = Loot ⁹ | |
| Fail [Valor] Skirmish ²¹ fail= Loss ¹⁴ | |
| TOURNAMENT (small) 25 | 25 |
| If you do no enter = Generic ⁵ | |
| [Valour][Horse][Tourney]=Glory | |
| Success= ⊕,crit=+30G, Fumble ⁶ | |
| 0 You leave Insulted ¹³ | |
| 1 for 1£ enter the Tilt | |
| 2 for 1£ enter the Tilt +3 | |
| 3 Select Tilt +3 &/ Melee | |
| TILT [Lance] -difficulty 1d6+ | |
| Fumble You lose & Fumble ⁶ | |
| Fail You lose | |
| Success =Glory & re-roll +3 | |
| Critical You win the day! | |
| +100 Glory 3d6goods | |
| MELEE [Weapon][Long][Short] | |
| Critical= Loot ⁹ , Fumble=0 | |
| 0 Hurt ⁷ ,Horse,Armor,Ransom | |
| 1 Ouch a 2d6 hp wound | |
| 2 A knight yields 25G & Loot ⁹ | |
| 3 Take a prisoner of equal rank 50G | |
| HUNT 26 | 26 |
| [Hunt][Horse][Spear/Bow] | |
| Success= ⊕,crit=+10G, Fumble ⁶ | |
| 0 Left behind with the ladies roll on Relations ³⁶ event | |
| 1 Assisted, 5 Glory | |
| ⊕ Awareness, Compose | |
| 2 3 Horn, 1£ goods 10 Glory ⊕ | |
| Awareness, First aid | |
| 3 Did it all, 25 Glory, 1d6£ goods, invited to hunt with the lords roll below | |
| [Falconry] | |
| Fumble Fumble ⁶ & Insulted ¹³ | |
| Fail Generic ⁵ feast | |
| Success -"- and 50 Glory | |
| Critical -"- and Good fortune ³⁴ | |

| | |
|---|----|
| COMPANION 27 | 27 |
| 1-3 Gain named servant | |
| 4-5 Gain named burgher | |
| 6 <i>Roll again below</i> | |
| 1 Gain generic warrior | |
| 2 Gain generic lackey | |
| 3 Gain generic squire | |
| 4 Gain named concubine | |
| 5 Gain generic sergeant | |
| 6 <i>Roll again below</i> | |
| 1 Gain named warrior | |
| 2 Gain named lackey | |
| 3 Gain named squire | |
| 4 Gain named sergeant | |
| 5 Gain Mercenary knight | |
| 6 Knight swears allegiance | |
| CHALLENGE 28 | 28 |
| 1d6 Skill | |
| 1-2 Player skill -5 | |
| 3-5 Player skill -2 | |
| 6 Player skill +1d6 | |
| 1d6 Challenged to what? | |
| 1 On foot, first knee/blood | |
| 2 On foot, first blood | |
| 3 Unhorsed, blunt arms | |
| 4 Unhorsed, sharp arms | |
| 5 On horse, first blood | |
| 6 To the death, all arms | |
| 1d6 Wager? | |
| 1 Pride | |
| 2 Justice | |
| 3 Select: Armor or Horse | |
| 4 Justice and armor | |
| 5 Armor and Horse | |
| 6 Horse, arms and justice | |
| KNIGHTHOOD(or Adventure ³) ²⁹ | 29 |
| [Valour][Honour][Just] | |
| [Lance][Sword][Horse] | |
| Success= ⊕,crit=+10G, Fumble ⁶ | |
| 0 Hurt ⁷ and Stricken ⁸ | |
| 1 Stricken ⁸ | |
| 2 Hurt ⁷ | |
| 3 Failed quest (Age loss roll) | |
| 4 Knight errand (0£) | |
| 5 Household Knight (3£) | |
| 6 Knight (6£) | |
| Success = 1d6+*100 Glory | |
| CHIVALRY (or Adventure ³) 31 | 31 |
| [Energetic][Generous][Just] | |
| [Merciful][Modest][Valorous] | |
| Success= ⊕,crit=+10G, Fumble ⁶ | |
| 0 Stricken ⁸ and Honor -2 | |
| 1 Hurt ⁷ and Honor -1 | |
| 2-3 Failed quest (Age loss roll) | |
| 4 With the help of Friend ³⁵ | |
| 5 +1 Honor & gift of Luck | |
| 6 +2 Honor & Good fortune ³⁴ | |
| Success = 1d6+*100 Glory | |
| VICTORY (or Adventure ³) 32 | 32 |
| Must win each in this order | |
| Fight-Skirmish-Hideout ²⁰ | |
| Success = 2d6+*100 Glory | |