

FAMILY EVENTS

D20	EVENT TABLE
01	No event.
02	Local Event (see below) and roll again.
03	Birth for Pagans, and roll again.
04	Marriage for Christians and roll again.
05-20	Family Event (Even use Table A, odd Table B). Roll again on 20.

D20	FAMILY MEMBER TABLE
1-2	Father.
3-4	Mother.
5-9	Brother.
10-13	Sister or Wife (if present) on a 13.
14-16	Uncle (d6 even) or Aunt (d6 odd) .
17	Grandfather (d6 even) or Grandmother (d6 odd).
18-20	Cousin or Child

D20	LOCAL EVENT TABLE
01 - 02	Neighbours' lands are raided. He asks for aid.
03 - 05	Neighbour and 7-12 border patrol knights request lodging.
06 - 07	Neighbour requests counsel on Justice Event resolution.
08	Neighbour requests aid tackling a monster that is terrorising his lands.
09 - 10	Neighbour has placed a toll on a shared trade road, reducing trade. Until this is resolved you lose £0-1 per year.
11 - 12	Neighbour offers you the chance to hunt together.
13	Neighbour is at war with another lord or lords. He asks for assistance. This may widen the conflict.
14 - 15	Neighbour is getting married and you are invited to join the celebration. A gift is considered customary.
16	The richest local lord hosts a feast for one of the major religious festivals. Every local lord is invited. This presents the chance to improve or worsen multiple relations.
17	Asks to marry a female from your family.
18	Neighbour forcefully recruits player retinue member as per BoTM removal rules (if available).
19	Neighbour attacks!
20	Roll twice on this table and apply both results.

All Local Events (and Luck events involving a neighbour) trigger a roll vs the current relationship standing. If the event in question is a request, which is then denied, a failed roll indicates that relations have worsened. If the result is an attack or toll event, a success indicates the event does NOT take place. When requesting aid two rolls are made. The first determines whether there is a meaningful response, and the second determines if such a request affects relations.

D100	FAMILY EVENT TABLE A
01-10	Death.
11-35	Birth (1d6) even=son, odd=daughter.
36-50	Marriage.
51	Marries into the family of another player character.
52	Male= Pledges total loyalty. Any future Love (Family) roll will automatically succeed. Female= Pledges to serve faithfully; +1 to Hospitality while she lives.
53	Accepts an illegitimate son, whom they had previously disowned. Choose: - Settle by arms=check to Prudent & Just. - Send away= check to Proud & Suspicious. - Accept=Check to Trusting, +1 kin & may cause later problems.
54	Is attacked by a creature or monster living in the forests. Each year (Wd6) 1=Creature attacks and kills family member, 6=Creature attacks but family member survives.
55	Insulted their lord or a lady at court. This gives -2 to Honour unless the knight makes amends, either financially or physically. The modifier may be worked off over several years if necessary.
56	Female = Marries above status. Gain 1 family knight. Male = knight wishes to marry already betrothed family daughter. Choose: - Allow marriage = +1 family knight, check Love Family & Arbitrary, -1 Honour. - Wed to betrothed = family enemy, check to Just & Honour.
57	Male=Divorces based on a claim of consanguinity - which is more likely to be false than true. Female=Has a cold & loveless marriage. No children possible. Each winter (1d6) 1=Kills themselves 6=Kills husband
58	Expected marriage is refused by potential in law. Choose: - Add £2 to dowry=Check to Generous. - Defend her name in a duel =Check to Proud & Honour. - Find a new match=Check to Energetic & Love. - Find out the truth=Love (Family) -1 and check to Just & Honest. - Take the matter to court=Costs £½, and check to Loyalty (Lord) & Courtesy.
59	Is slain or raped and killed without mercy by a neighbouring knight. Roll Love (Family) vs. Just, - if Just then settle the issue in your lord's court or by arms - If Family start a blood feud = every year roll 1d6 on a roll of 1 a kin member dies - on a roll of 6 one of theirs die.
60	A young knight or woman claim they are your brother or sister. Choose: - Settle by arms=check to Prudent & Just. - Send away= check to Proud & Suspicious. - Embrace=Check to Trusting & Love (Family), +1 kin.
61	Goes missing. Each winter (Wd6) 1=Is dead, 6=Returns alive.
62	Goes insane. They may recover. Each winter (Wd6) 1=kills themselves. 6=recovers.
63	Dies and leaves enough money for two sons to become knights.
64	Excels at court and is, - male=knighted by Roderick (or current lord) - female=is made a courtly handmaiden. +25 Glory.

65	Underage family member asks you, your wife or sister to help them become a male = squire, female = handmaiden. • Yes=Check to Love (Family). • No=Check to Prudent.
66	Underage family member is blessed with (1d6=stat). If he or she becomes a PC they may roll twice for that stat and take the higher roll.
67	Seeks shelter from vengeance. • Yes=Check to Love(Family) -1 Loyalty (Lord). • No=Check to Loyalty (Lord), -1 Love (Family) and -1 Honour. Family member may die if refused aid.
68	Family member receives land grant from the church. £1 per year which you provided a successful Piety/Worldly check is made every 5 years. This event only occurs if a religious monument has been built.
69	Leaves to find their way in life and is gone for 3d6 years. They earn 10 Glory per year for the family and then return.
70	Needs a champion to resolve a dispute. • Yes=Check to Love (Family) & Valourous. • No=Check to Prudent and -1 Love (Family). Kin dies on (d20=1-15).
71	Asks you to claim his or her bastard son/daughter as your own. • Yes=Check to Love (Family) and Deceit. • No=Check to Honour and Honesty. -1 Love (Family).
72	Becomes a male=squire Each winter he is (Wd6) • 1=killed • 6=becomes a knight or or female=handmaiden, each winter she (1D6): • 1=Runs away, • 6=Marries.
73	Takes up new profession. Roll (1d20) and read result from Boatman down on the Manor Retinue Table, skill=1d6+3.
74	Male=Asks for help to pay off a loan. Female=Needs help with dowry of £1-3. • Yes=Check to Generous and they marry. • No=Check to Selfish and -1 Love (Family).
75	Becomes popular with the peasants. -1 Hate Landlord while alive. One rumour removed and may ignore one future rumour.
76	Has joined the priesthood to become a nun, a monk or a hermit.
77	Has a mentally or physically retarded (cretin) child. If no child under 5 is present then they have a child this year.
78	Is being held for ransom by the Saxons, Irish etc,. Each winter (1d6) 1=Is killed. • Pay ransom gives a Check to Love (Family). • If the ransom is declined or kin dies -1 Honour, check to Prudent.
79	Is said to be barren/infertile. If player wife childbirth rolls suffer -4, increasing to -8 if proved true. (Wd6) • 1=True, • 6=False.
80	Rumours of incest. Affected potential PCs will suffer as a sickly child and -3 APP if proved to be true. (1d6) • 1=True, • 6=False.
81	Homosexuality rumoured. (Wd6) • 1=True, • 6=False.
82	Cheated at a contest • Male=(d6) 1=Combat 2=Falconry, 3=Hunting, 4=Singing, 5=Orate, 6=Gaming • Female=(d6) 1=Falconry, 2=Play (harp), 3=Gaming, 4=Dancing, 5=Singing, 6=Compose • Choose:

	○ Pay £1d6 to contest host ○ or -1 Honour
83	Is badly in debt and asks for help to pay £1d6 ● Yes=Check to Just, ● No=Check to Prudent, ● or give £+3 for Generous
84	Sexual deviancy rumoured, (Wd6) ● 1=True, ● 6=False
85	Adultery accusations, This could sour local relations depending on who the adulterous affair was with. Determine lover randomly if required. (Wd6) ● 1=True, ● 6=False
86	Ancestry disputed. If proved true the person involved is effectively removed from the family. (Wd6) ● 1=True, ● 6=False
87	Kidnap accusation, (d6) ● 1=True, ● 6=False
88	Horse stealing accusation(d6) ● 1=True, ● 6=False
89	Is an alcoholic Each winter (d6) ● 1=Dies ● 2=Constantly drunk ● 6=Cleans up
90	Kills wife/husband in a fit of rage or jealousy. The killer should face justice. (d6) 1=True, 6=False ● Try the accused at court=Check to Just (accused can claim trial by combat) ● Ignore=Check to Arbitrary ● If proved true effect is as murderer
91	Is grossly overweight. Each winter (d6): ● 1=Dies, ● 6=Loses weight
92	Treason rumoured (accepting bribes from the Saxons, Picts, etc) (d6) ● 1=True, ● 6=False
93	Disliked by the peasants. Permanent +1 Hate Landlord while they remain on the manor
94	Messy love affair almost proved (d6) ● 1=True, ● 6=False
95	Feud with another knight or family
96	Claim of having an illegitimate child with a Saxon, Pict or Irish (d6) ● 1=True, ● 6=False
97	Murder rumoured (d6) ● 1=True, ● 6=False
98	Necromancy rumoured (d6) ● 1=True, ● 6=False

99	Heresy rumoured (d6) • 1=True, • 6=False
00	Roll twice on the table, + one current rumour is proved true

D100	Family Event Table B
01-10	Death
11-30	Birth (d6) even=son, odd=daughter.
31-45	Marriage.
46	Is called to aid another knight in battle with whom he shares a common ancestor. Choose: • Allow the kin member to go check Generous and Just. Roll (d6) ◦ 1-2=kin member dies, ◦ 3-6 returns and earns you 20 Glory. • Refuse and check Prudent and Selfish.
47	Steals an item of treasure, or 1d6 worth of grain and leaves the manor. A sharp eyed wife or a town watch has a chance of spotting the thief and apprehending him/her (d6) and a vault may force them to steal grain not treasure.
48	Has been captured and imprisoned by another (non neighbouring) knight. Male=The kinsmen was either refused hospitality or lost to the knight in a contest and yielded. Female=The ransom is £4. Choose: • Pay ransom and check Love (Family). • Each year that you refuse check Selfish - also roll (Wd6) ◦ 1=kinsman dies in the dungeon, • -1 Love (Family) and check Cruel.
49	Male=Has been made a steward of another manor for the next 10+1d6 years. During that time - unless they die or are dismissed (1d6) 1= dismissed - you gain +£1 per annum.
50	Had a premonition foretelling your doom. Roll Pious for Christians and Worldly for Pagans. • If successful, you take heed of the vision and may re-roll any roll next year. • If you fail then roll LUC for every critical or it becomes a fumble. Once.
51	Has their lineage challenged by another knight who claims to be their father. Choose: • Take the matter to court=Costs £½, check to Courtesy. Make Justice roll to determine outcome. • Accept the claim=lose 1 kinsman, gain £1d3, check Selfish. • Challenge=Check to Honour and Valourous.
52	Is said to be cursed. (Wd6) 1=They die. • Wise Woman or Village Priest may try once a year to lift the curse. • +1 Fate til resolved.
53	Male=Is made a Seargent at Arms by the earl, granting 25 Glory (50 if not yet a knight) and check to Loyalty (Lord). (Wd6) 1=Dies while on duty.
54	Donates £1d6 to the family which they made from Male=Raiding, Female=Jewellery donation. • Keep or Pass to the poor=+1 Generous and tick Modest. • Pass to the Church=Check Pious/Worldly & Generous. • Pass to the peasants=Check Generous & -2 Fate.
55	Suffers a terrible accident and is crippled, but survives.
56	Leaves for the continent. Each winter (d6) Earns 10 Glory per year of travel. • 1=Dies, • 6=Returns alive.
57	Has been asked by another Banneret knight to be their concubine. Choose: No= Check to Honour. • Yes= Check to Selfish, -1 Love (Family) +1d6 Libra. • No= Check to Honour.
58	Asks to marry below their station. Choose: Accept= Check to Just & -2 Honour. • Accept= Check to Just & -2 Honour.

	Deny= Check to Arbitrary & Cruel.
59	Has a half brother/sister, and is a member of another knightly family, who wishes to visit and discuss potential suitors. Choose: - Accept=Check to Trusting and Honourable. - Deny=Check to Prudent and Suspicious.
60	Leaves on a pilgrimage to a sacred place relevant to their religion. Each winter (Wd6) 1=Killed, 6=Return alive. They gain 15 Glory per year they are away. If they return they earn the knight a check to Piety/Worldy.
61	Is rejected by his/her true love and has vowed never to marry.
62	Two siblings fight for the same woman. Choose: - Have them determine the matter by arms=Check to Just and Honour. Loser hates the winner. - Side with one of them=Check to Arbitrary and loser counts as challenge to the lord. - Dismiss both claims=Check to Prudent & -1 Love (Family). - Each winter (Wd6) 1=The person loved leaves, 4-6=They marry. - In either case (Wd6) 1=One sibling kills the other, 6=They leave.
63	A distant cousin from another manor pleads for assistance in protecting his own manor/lands from attack. Choose: - Yes=Check to Energetic, Reckless & Valourous. Gain Kin knight. - No=Check to Prudent & Selfish.
64	Dies and leaves you and item of value worth £1D3+3. It can be sold but to do so gives -1 Love (Family).
65	Converts to another religion. Choose: - Abide by their decision =Check to Love (Family), and all opposing religious virtues & +5 Fate, diminishing 1 per year but never dropping below 1. - Cast out =Check to Cruel, Piety (or Worldy), Prudent and -1 Love (Family).
66	Is falsely accused by another knight of some form of dishonour or crime. Roll Love (Family) vs. Just - If Love choose: - Let it go unpunished=Check to Cowardly, Forgiving & -1 Honour. - Challenge knight to single combat=Check to Love (Family) & Valourous. - If Just choose: - Find out the truth=Love (Family) -1 and check to Just & Honest. - Take the matter to court=Costs £½, and check to Loyalty (Lord) & Courtesy.
67	A man/woman arrives who claims to be the husband/wife of the person in question. Choose: - Settle by arms=check to Prudent & Just. - Send away= check to Proud & Suspicious. - Accept=Check to Trusting, +1 kin & may cause later problems (Wd6) 1=No, 6=Yes.
68	Wants to arrange a marriage for you with a woman of equal standing. Requires approval from the earl. Comes with a +2 modifier to the Wife roll. Choose: - Yes=Married. - No=Check to Selfish and Proud.
69	Your lord asks you to arrange a marriage for the person in question. Choose: - Yes=Check to Loyalty (Lord) and - check Selfish and Deceitful for £1d6 dowry or - check Prudent, Honour & Hospitality for +1 kin knight. - No= -2 Loyalty (Lord) & Check Love (Family)
70	Non family kin (widow/widower) asks for an arranged marriage. Choose: - Yes=Check to Generous and Love (Family). - Check to Love (family) & Proud for knight kin member, or +1 Honour for the right choice (non knight). - No=Check to Selfish.
71	Has brought good fortune to the family. +1 LUC while they are alive.

72	Has distant relatives and their followers ask for shelter as the flee oppression elsewhere. Choose: • Yes=Check to Hospitality, +1d20 Levy, +1 POP year. • No= -1 Hospitality.
73	Inadvertently killed a member of another knight's household staff. Choose: • Pay recompense to the knight=Check to Honour and potentially Generous. • No=Check to Selfish and -1 Honour.
74	Family member and another 1d6 family knights were involved in a fight with (d6) • 1-2=Bandits, • 3-4=Neighbouring knights, • 5=Saxons, • 6=Silchester knights. Roll 1d6+1. If result is higher than the number of knights then one of them is killed. If not they have Loot. This may also worsen relations with the group involved.
75	Has become an inspirational member of the family. • Male=Roll to Hunting, Orate, Battle, Siege, Proud, Valourous & Love (Family). • Female=Roll to Orate, Compose, Sing, Play, Modest & Love (Family).
76	Has been cursed. This can lead to many different outcomes which should be handled individually by the GM. If the player decides to remove the curse they gain a check to Honour.
77	Is asked to be the honorary Page/Equerry or Maid/Equerry of the Presence for this years court. The PK must make a LUC roll. • Critical Success= A truly remarkably performance of poise, grace and subtlety (60 Glory). • Success=A good performance and well liked (40 Glory). • Failure=A passable attempt, but will not be asked back (10 Glory). • Fumble=A dreadful embarrassment to the knight and his family (-2 Honour).
78	Has a distant relative traceable to another local knight's family. Nurturing this link could prove beneficial in the future and will prompt a relations check.
79	Is exceptionally talented at (roll on Family Skill table). +5 to this skill.
80	Has a child who has the Sight - a latent power of some form. The GM must determine the extent of this and how it affects play. This may also pass along the bloodline (d6) • 1-3=Child is mad/ mentally retarded, • 4=Ability lost, • 5-6=Passed along.
81	Two kin members have developed a strong dislike for one another. The dispute makes for a tense atmosphere at times and affects the running of the manor which causes +2 Fate til resolved. Choose: • Settle Dispute=Roll Just vs 15+1d6 (each +£ "sweetener" gives a +1 modifier). • Find out the origin of the dispute=Check to Energetic and Honest (successful Intrigue reveals problem and gives +5 mod to future settlement). • Dismiss one kin=Love (Family)-1, Check to Arbitrary.
82	Develops a love for you which becomes increasingly hard to ignore (and can be male or female - but should not be a direct relation). • Once per year the knight must roll Honour to avoid temptation. ◦ If the role is failed they must roll Chaste or the affair is consummated. ◦ A fumble results in a Love passion being gained. • Each consummation may result in a Love passion (Honour vs Reckless). ◦ Each year that passes without consummation may break the spell of the lover (Wd6) 6= love is lost. • If the love is revealed it may cause numerous problems. • If not the player must roll Deceit each year. (Non gay knights gain a +10 to avoid Honour/consummation).
83	Attempts to kill one of your children either through (d6) • 1-2=Jealousy, • 3-4=Madness, • 5-6=Accident. Roll (Wd6) • 1=They succeed and are not caught. • 2=They succeed and are caught. • 3-4=They fail and are not caught. • 5-6=They fail and are caught.

84	Is formally blessed by the Bishop/Druid. Such a blessing brings Glory to the family (50 Glory) and the recipient is known informally as X the Blessed/Blessed Be. • Check Piety or Wordly.
85	Asks permission to accept an orphan child. • Yes=Check to Merciful, • No=Check to Cruel.
86	Suffers a disability. Roll (d6) • 1-3=Through disease, • 4-6=Through accident. Roll (d6) • 1=Blind, • 2=Deaf, • 3=Mute, • 4=No arm, • 5=No leg, • 6=Paralysed.
87	Has developed a growing hatred towards you. (Wd6) • 1= attacks or challenges, • 6=leaves manor.
88	Is attacked and killed by bandits.
89	Has developed an uncanny ability with animals. +2 Stewardship while they remain alive.
90	Is suspected of constantly using prostitutes. (Wd6) • 1=True, • 6=False.
91	Has developed a terrible stutter. This may lead to cretin children.
92	Has become extremely boastful and non-discreet. Each year (d6) 1= Their behaviour causes trouble of some sort.
93	Is rumoured to be having an affair with the knight's wife. (Wd6) • 1=True, • 6=False.
94	Infected by Pox or other wasting disease. Use opposed D20 rolls to shake off but if not the stricken kin members must roll each Winter (d6) • 1-3=Death, • 4-5= Survives but still infected -1 to next roll, • 6=Recovers and is cured. Any disease may spread. Each Winter roll (d6) • 1-2=Disease spreads to another kin member.
95	Wins at a contest. • Male=(d6) 1=Combat 2=Falconry, 3=Hunting, 4=Singing, 5=Orate, 6=Gaming. • Female=(d6) 1=Falconry, 2=Play (harp), 3=Gaming, 4=Dancing, 5=Singing, 6=Compose This success grants the PK a Glory bonus of 30.
96	Is foul tempered. +1 Fate while they live.
97	Is vain or cowardly. Any call to arms will suffer a -10 modifier.
98	Is said to be a shameless womaniser or hussy. Each year (Wd6) • 1=Proved to be untrue, • 5-6=Has illegitimate child.
99	Is excellent with numbers. While they live, the manor will benefit as if a proctor was present.
00	Roll twice on the table + one current rumour is proved false.

Rumours, if proved to be true, can be detrimental to the family and negatively affect the relationship with the peasants;

- Sexual deviancy, homosexuality, being alcoholic, using prostitutes and a messy love affair all give a +2 Fate modifier for one year only. Homosexuality also requires judgement by the church which, if ignored, will make the +2 Fate a

yearly modifier. Turning over a family member to be tried for such an event gives -1 Love (Family), and a Check to Just and Cruel. Pagans suffer only a +1 Fate modifier in such circumstances. -

- Claim of having an illegitimate child with a foreigner has a +3 Fate effect for one year only, unless they become the lord. -
- Murder rumoured has a +2 Fate effect until the murderer faces justice. This does not cause a -1 Love (Family) but if proved true the person in question will be hanged. Turning over a suspect is the same as above. -
- Treason is considered a dreadful crime by the commoners. This gives a +1 Fate modifier purely on rumour, rising to a +2 Hate Landlord +5 Fate modifier if proved true, which only begins to diminish (at -1 point per year) once the accused faces justice. The punishment if found guilty is death by hanging.
- Heresy and Necromancy are considered the worst crimes. They both cause +2 Fate purely on rumour and if proved true give +3 Hate Landlord and a +6 Fate modifier, which diminishes as above. Such crimes must be tried by the church. Harboring accused individuals will negatively effect Piety or Worldliness. The punishment is death through being hung drawn and quartered.
- Any outcome which results in a loss to the Family Passion may provoke a family unrest. Each time the passion diminishes roll against it or suffer a challenge/rebuke. Usually 3 such challenges are required before they are physically backed up.

WD6= This indicates a D6 roll made at year end.

Credits: This is a fan created addition to Pendragon by Andrew Williams (Sir Pramalat) and others. These tables include some ideas first presented by Spoonist on the Round Table Forum.