

Medieval Manager

Table 2: Monetary Conversion

1 farthing = 1/4 pence = 2 cp
1 halfpenny = 1/2 pence = 4 cp
1 pence (d) = 1/12 shilling = 0.8 sp = 8cp
1 shilling (s) = 12 pence (d) = 1 gp
1 mark = 12 shillings
1 pound (£) = 20 shillings (s) = 20 gp
1 pound (£) = 240 pence
1 cp = 1/8 d
1 sp = 1.2 d
1 gp = 1 s

Table 3: Units of Distance

barleycorn = 1/3 inch
foot = 12 inches
yard = 3 feet
rod = 5 1/2 yards
furlong = 220 yards = 660 feet (length of single plowed strip)
mile = 8 furlongs or 5280 feet
league = 3 miles
fathom = 6 feet (used to measure depth of water)
acre = 4840 square yards (4 rods x 1 furlong; one day's plowing)
square mile = 640 acres

Table 4: Volume Conversion

dram = 60 drops
gill = 1/4 pint
pint = 1/8 gallon
quart = 1/4 gallon
gallon = 8 pints = 4 quarts
tun (wine) = 252 gallons
tun (ale) = 216 gallons
peck = 2 gallons (dry)
bushel = 16 gallons (dry)
cord = 128 cu. ft. of firewood (4' x 4' x 8')

PAST ADVENTURES

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Table 5: Size of Manors

Size of Manor	Demesne	Households	Villeins	Cottars	Free Tenants	Village Population	Base Annual Income
100 acres	40 acres	4	2	1	1	24	24s
200 acres	70 acres	8	4	2	2	48	£3
250 acres	85 acres	11	5	3	3	66	£5
500 acres	150 acres	24	12	6	6	145	£12
750 acres	200 acres	37	19	9	9	222	£20
1000 acres	300 acres	45	23	11	11	270	£30
2000 acres	600 acres	95	45	25	25	570	£75

Table 6: Castle and Manor Construction Costs

Feature or building	Time to construct	Laborers required	Cost	Cost (gp)
Lead roof: 20' x 20' area*	1 week	20	£100	2000
Glass window: 10' x 5' area*	1 day	2	7s	7
Oven, new*	2 weeks	4	7s	7
Chimney and fireplace, as renovation*	1 month	8	£6	120
Garden: new, 40' x 40' area	2 weeks	25	£2	40
Fish pond: 15' deep, 90' x 90'	3 weeks	50	£6	120
Moat: 20' deep, 20' wide, 100' length	1 week	50	£2	40
Motte (earthen mound): 30' high, 90' x 90' area	1 month	50	£8	160
Palisade, timber: 20' high, 300' length	2 months	50	£20	400
Curtain wall, mortared stone: 30' high, 100' length*	6 months	100	£200	4000
Drawbridge*	3 months	25	£20	800
Simple timbered shed, stable, or barn with thatched roof and dirt floor, 10' x 20'	2 weeks	5	10s	10
Cottage or outbuilding with wattle-and-daub or unmortared stone walls and thatched roof, 15' x 20'	1 month	10	£3	60
Longhouse, outbuilding, or granary with wattle-and-daub or unmortared stone walls and thatched roof, 15' x 50' or 30' diameter (holds 8000 bushels as granary)	1 month	20	£6	120
Manor house: 30' x 80', timber with wattle-and-daub walls and wood shingled roof, one story, with a loft area	6 months	25	£20	400
Manor house: 30' x 80', mortared 3' thick stone walls, wooden or stone flooring, slate or wooden roof, two stories*	1 year	50	£100	2000
Mill, rebuilt, with mortared stone walls*	6 months	20	£18	360
Mill, new, with mortared stone walls*	9 months	25	£30	600
Gatehouse for palisade: 20' x 10', 24' high, 3' thick mortared walls, two stories, with stout iron-reinforced, 10' wide x 12' high barred doors*	9 months	20	£25	500
Tower: 20' x 20' or 20' diameter, 30' high, 10' thick walls, 2 stories, without living quarters within and located in curtain wall*	1 year	100	£300	6000
Gatehouse: 30' x 15', 30' high, 10' thick walls, two stories, stout iron-reinforced, 10' wide x 12' high barred doors, portcullis with drawbridge*	1 year	100	£350	7000
Tower: 60' x 60' or 60' diameter, 30' high, 10' thick walls, 2 stories, basement, with slate or wooden roof*	1 year	300	£1000	20,000
Keep: 70' x 100' keep, 30' high, 10' thick walls, 2 stories, basement, with slate or wooden roof*	2 years	300	£2500	50,000
Castle: 70' x 100' keep, gatehouse, 4 towers, curtain wall of 300' length on four sides creating a single 90,000 sq ft bailey, 6 outbuildings*	2 years	900	£6500	130,000

* Component requires skilled labor (masons, glassworkers, or other artisans).

Table 10: Manor Assets

Manor component	Acres Required
sustenance of lord's household with 6 adults and 2 laborer servants	30 acres
labor salary for harvest per 100 acres of cultivated demesne land	8 acres
labor salary for plowing and planting per 100 acres of cultivated demesne land	2 acres
sustenance and salary for one administrator/professional	4 acres
sustenance and salary for one laborer/soldier	2 acres
one feast for 100 adults	2 acres
maintaining one horse or ox	3 acres
herd of 25 cattle (producing 4125 lbs meat, 600 lbs cheese, 225 lbs leather)	70 acres
passel of 20 pigs (producing 2600 lbs meat, 8 lbs leather)	4 acres*
herd of 25 sheep (producing 560 lbs meat, 75 lbs cheese, 30 lbs wool, 12 lbs leather)	10 acres
flock of 100 chickens/ducks (producing 800 lbs meat or eggs; 1 lb feathers)	2 acres
flock of 20 chickens (producing 160 lbs meat or eggs)	negligible
fishing pond (producing 200 lbs meat)	negligible
orchard (10,000 lbs fruit per season)	1 acre

*Figures for pigs assumes that 50% of upkeep is forage in adjacent woodlands

Productivity figures for livestock are the sustainable figures per year, allowing continuous production from one year to the next as births replace culling. The Acres Required includes various costs in addition to the actual grain and forage consumed. One dairymaid can handle a herd of about 40 animals (cows or sheep), assuming that about half are being actively milked. One herder is needed per 36 cattle or 50 sheep or pigs, with at least one herder of each type of hooved livestock (cattle, pigs, sheep). Chickens can be maintained by anyone, including small children.

Table 12: Family

Roll (2d6)	Number of Living Children	Number for age 16 mother	Number for age 20 mother	Number for age 30 mother	Number for age 40+ mother
2-3	0	0	0	0	0
4	1	1	1	1	1
5	(X-15)/4-2	0	0	2	4
6-8	(X-15)/3-1d6	0	0-1	0-4	3-8
9-10	(X-20)/4+(1d6)/2	0-2	1-3	4-6	6-8
11-12	(X-10)/2-1d6	0-2	0-4	4-9	9-14

The age of the oldest child can be approximated by taking the actual age of the mother, subtracting 14 and then subtracting another 1d6. Therefore, the oldest child for a 20-year-old mother will be in the range of 0-5 years old, while the oldest child of a 40-year-old mother will be in the range of 19-25 years old. The ages of progressively-younger children can be determined by rolling 1d6, subtracting two for a roll 1, 2, or 6 or the number shown for a roll of 3, 4, or 5.

Table 13: Random Ages for Children and Adults

Roll (1d6)	Age
1	Small child: 5-10 (1d6+4)
2	Teen: 11-16 (1d6+10)
3	Young adult: 17-22 (1d6+16)
4	Adult: 23-34 (1d6x2+21)
5	Middle-aged: 35-50 (1d6x3+32)
6	Elderly: Roll 2d6 on Table 15

This table does not include children age 4 and under, who are plentiful, but are more “background” than potential encounters from a narrative perspective. No offense, babies...

Table 21: Monthly Survival

Roll (2d6)	Result
2	Roll 1d6: 1, a person over age 14 dies; 2-6, a person over age 29 dies
3	Person over age 39 dies
4	Person over age 49 dies
5	Person over age 59 dies
6	Person over age 69 dies
7-9	No mortality
10	Infant under age 1 dies
11	Child under age 5 dies
12	Child under age 15 dies

Use this table only after rolling 2-3 on 2d6 in a particular month.

Table 14: Random Ages for Adults

Roll (1d6)	Age
1	Young adult: 17-22 (1d6+16)
2	Adult: 23-28 (1d6+22)
3	Adult: 29-34 (1d6+28)
4	Middle-aged: 35-45 (1d6x2+33)
5	Middle-aged: 46-51 (1d6+45)
6	Elderly: Roll 2d6 on Table 15

Use this table to generate the age of a person who should be an adult based on their identity, profession, or role.

Table 15: Elderly

Roll (2d6)	Age
2-6	Age 51-56 (1d6+50)
7-8	Age 57-62 (1d6+56)
9	Age 63-68 (1d6+62)
10	Age 69-74 (1d6+68)
11	Age 75-85 (1d6x2+73)
12	Age 86-96 (1d6x2+84)

Table 16: Random Physical Features

Roll (2d6)	Feature
2	1-4: blind, 5: deaf, 6: speech impediment
3	leper (wealthy on roll of 1-2 on 1d6 only)
4	1-4: walks with limp, 5-6: tremors or spasms
5-9	nothing unusual
10	chronic dysentery
11	1-3: missing one eye, 4-6: scrofula or pox skin
12	1-4: missing arm, 5-6: missing leg

Table 17: Random Occupations

Roll (2d6)	Occupation
2	Duke; Earl; Baron
3	Lord; Lady
4	Franklin; Knight; Squire
5	Servant; Herder
6	Free tenant
7	Villein
8	Cottar
9	Miller; Baker; Blacksmith; Craftsman
10	Priest; Cleric; Monk
11	Wizard; Moneylender; Merchant
12	Religious leader

Table 18: Random Mental or Personality Traits

First Roll (1d6)	Second Roll (1d6)					
	1	2	3	4	5	6
1	insane	stupid	ponderous	quiet	generous	loyal
2	aggressive	drunk	irritable	shy	chatty	athletic
3	forgetful	ugly	sarcastic	curious	energetic	thoughtful
4	hostile	nervous	stern	friendly	funny	beautiful
5	lecherous	arrogant	paranoid	honest	attractive	artistic
6	clumsy	cynical	joker	outgoing	devout	saintly

Table 20: Infectious Disease

Roll (2d6)	Disease	Type	Acute/ Chronic	Severity	Contagiousness
2	plague	systemic	acute	lethal	low-high ^A
3	smallpox	respiratory	acute	lethal	high
4	typhoid	intestinal	acute	moderate	high (feces) ^B
5	diphtheria	respiratory	acute	moderate	high
6	roundworm	intestinal	chronic	mild-moderate	high (feces) ^B
7	influenza	respiratory	acute	moderate	high
8	dysentery	intestinal	acute	moderate	high (feces) ^B
9	amoebic dysentery	intestinal	chronic	lethal	high (feces) ^B
10	scrofula	lymph nodes	chronic	moderate, disfiguring	moderate
11	leprosy	neurological	chronic	moderate, disfiguring	low
12	malaria	circulatory	chronic	moderate-lethal	negligible ^C

Diseases rated as lethal had fatality rates of 30% or more. Diseases rated as moderate were typically in the 1-10% fatality range.

^A Bubonic plague is transmitted primarily by infected fleas; pneumatic plague is highly infectious

^B Proper sewage treatment and protection of water sources significantly limits the contagiousness of diseases spread through feces.

^C Malaria is not spread from person-to-person, only by infected mosquitoes

Table 23: Manor Productivity

Size of Manor	Base Annual Income	Average Monthly Proceeds	Typical Month Proceeds	June Proceeds	Harvest Proceeds	Households	Population
100 acres	24s (24gp)	2s (2gp)	2d (16cp)	3s (3gp)	£1 (20gp)	4	24
200 acres	£3 (60gp)	5s (5gp)	7d (6sp)	12s (12gp)	£2 2s (42gp)	8	48
250 acres	£5 (100gp)	8s 4d (8gp 3sp)	1s (1gp)	20s (20gp)	£3 10s (70gp)	11	66
500 acres	£12 (240gp)	20s (20gp)	2s 5d (2gp 4sp)	48s (48gp)	£8 8s (168gp)	24	145
750 acres	£20 (400gp)	33s 4d (33gp 3sp)	4s (4gp)	£4 (80gp)	£14 (280gp)	37	222
1000 acres	£30 (600gp)	50s (50gp)	6s (6gp)	£6 (120gp)	£21 (420gp)	45	270
2000 acres	£75 (1500gp)	125s (125gp)	15s (15gp)	£15 (300gp)	£52 10s (1050gp)	95	570

Table 24: Monthly Manor Events

First Roll (2d6)	Second Roll (1d6)					
	1	2	3	4	5	6
2	E1	E2	E3	E4	E5	E6
3	E7	E8	E9	E10	E11	E12
4	E13	E14	E15	E16	E17	E18
5	E19	E20	E21	E22	E23	E24
6	E25	E26	E27	E28	E29	E30
7	E31	E32	E33	E34	E35	E36
8	E37	E38	E39	E40	E41	E42
9	E43	E44	E45	E46	E47	E48
10	E49	E50	E51	E52	E53	E54
11	E55	E56	E57	E58	E59	E60
12	E61	E62	E63	E64	E65	E66