

## RANDOM SWORN SWORDS

Use these tables for inspiration or roll them up randomly. Some of the tables could be rolled more.

### d20 The knight's house's colors are...

1. Black.
2. Red / scarlet.
3. Gold.
4. Forest green.
5. Royal blue.
6. Violet.
7. Silver / light grey.
8. Bronze.
9. Tan / khaki.
10. Brown / beaver.
11. Dark grey / gunmetal.
12. White.
13. Maroon.
14. Sky blue.
15. Navy blue.
16. Dark brown / chocolate.
17. Teal / turquoise.
18. Yellow.
19. Orange.
20. Olive green.

### d8 The knight's house's symbol is...

1. A weapon (d8):
  1. arrow.
  2. axe.
  3. dagger.
  4. hammer.
  5. mace.
  6. spear.
  7. staff.
  8. sword.
2. A piece of armor (d4):
  1. breastplate
  2. gauntlet.
  3. helm.
  4. shield.
3. A celestial body (d4):
  1. sun
  2. moon.
  3. star
  4. comet.
4. A plant or part of a plant (d12):
  1. apple.
  2. barley.
  3. briar.
  4. fig.
  5. grapes.
  6. lily.
  7. maple.
  8. oak.
  9. olive.
  10. pine.
  11. rose.
  12. wheat.
5. An aquatic beast (d6):
  1. crab.
  2. crocodile.
  3. frog.
  4. fish.
  5. octopus.
  6. whale.
6. A small beast (d10):
  1. badger.
  2. bat.
  3. beaver.
  4. dog.
  5. ferret.
  6. fox.
  7. hedgehog.
  8. lizard.
  9. rat.
  10. scorpion.
  11. snake.
  12. spider.
7. A great beast (d8):
  1. bear.
  2. boar.
  3. bull.
  4. dragon.
  5. lion.
  6. ox.
  7. stag.
  8. wolf.
8. A bird (d12):
  1. cardinal.
  2. dove.
  3. eagle.
  4. hawk.
  5. mockingbird.
  6. owl.
  7. pelican.
  8. raven.
  9. rooster.
  10. sparrow.
  11. swan.
  12. vulture.

### d6 The knight has sworn to a noble lord or lady to...

1. Protect that person from harm.
2. Defend that person's lands.
3. Avenge that person's grievances.
4. Protect that person's loved ones.
5. Advance that person's ideals or faith.
6. Ride to war in that person's name.

### d6 Above all else, the knight values...

1. Bravery.
2. Honor.
3. Righteousness.
4. Might (strength or tyranny).
5. Love (devotion or conquest).
6. Carousing.

### d4 The knight is armored in...

1. Studded leather armor.
2. Chainmail.
3. Scale armor.
4. Plate armor.

### d6 The knight's armor is...

1. Shiny and new.
2. In excellent condition.
3. Obviously repaired, but serviceable.
4. Covered in dings and dents.
5. Dirty and well-worn.
6. Barely held together.

### d12 The knight is wielding...

1. A longsword.
2. A longsword and a shield.
3. Two shortwords.
4. A shortword and a shield.
5. A bastard sword.
6. A greatsword.
7. A flail and a shield.
8. A morningstar.
9. A battleaxe and a shield.
10. A warhammer and a shield.
11. A lance and a longsword.
12. A lance and a battleaxe.

### d6 The knight's mount is...

1. A huge destrier.
2. A reliable courser.
3. A snorting charger.
4. A swift garron.
5. A wickering palfrey.
6. A nervous pony.

### d12 The knight is...

1. A pompous windbag.
2. A charming hero.
3. A daring swashbuckler.
4. A violent drunk.
5. A brilliant strategist.
6. A religious zealot.
7. A beautiful youth.
8. A brutish thug.
9. A celebrated war hero.
10. A popular tavern patron.
11. A favorite among the ladies.
12. Ruggedly handsome.

### d12 On the knight's face is...

1. A missing ear.
2. A jagged scar.
3. A hard-set jaw.
4. A friendly grin.
5. A faraway look.
6. A sad look.
7. A pair of piercing eyes.
8. A broken nose.
9. Bushy eyebrows.
10. Unshaven stubble.
11. A neatly-trimmed beard.
12. An extravagant mustache.

### d10 The knight carries...

1. A blade with soft leather tassels dangling from the pommel.
2. A blade with a carved hilt (ivory, jade, soapstone, ebony, mahogany, or oak).
3. A blade with beasts sculpted into the steel of the guard (dragons, lions, scorpions, snakes, spiders, or wolves).
4. A blade made of blackened steel.
5. A highly polished blade.
6. A token from a sweetheart.
7. A token from a parent.
8. A letter from a fallen comrade.
9. A trophy from a fallen enemy.
10. A ribbon from a faraway maiden.

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## INDIVIDUAL RETAINERS

### d12 The servant is...

1. A squire from a powerful noble house.
2. A squire from a minor noble house.
3. A squire of common birth.
4. A frightened link boy.
5. An long-time valet.
6. A reformed criminal-turned valet.
7. The son of an enemy.
8. A mysterious foreigner.
9. A journeyman smith or armorer.
10. A simple-minded stable hand.
11. An expert on horses.
12. A camp follower or harlot.

### d6 The servant works for...

1. The steady pay.
2. The adventure.
3. The training and advancement opportunities.
4. No reason, other than being told.
5. A chance to escape from life imprisonment.
6. Romantic devotion.

### d8 On the servant's face is...

1. A large wart.
2. An unsightly scar.
3. A look of determination.
4. A foolish grin.
5. A stupid stare.
6. A look of confusion.
7. A long, hooked nose.
8. Pronounced ears.