VILLAGER CHORES BY SEASON

SPRING

EARLY SPRING 1D6

- 1. Plow and harrow spring fields
- 2. Continue calving
- 3. Collect winter wood cutting
- 4. Dig vegetable garden
- 5. Dig drainage and irrigation ditches
- 6. Sow spring grain

MIDDLE SPRING 1D6

- 1. Birth piglets
- 2. Milk and process dairy
- 3. Plant alliums (garlic, leek, onion)
- 4. Plant cash crop (cotton, hemp, tobacco)
- 5. Plant hayseed
- 6. Wean calves

LATE SPRING 1D10

- 1. Capture swarming bees
- 2. Falconry and hawking
- 3. Build and repair homestead
- 4. Mark, wash, and begin shearing sheep
- 5. Plant cruciferous vegetables (bok choy, broccoli, cabbage)
- 6. Plant root vegetables (beet, carrot, potato)
- 7. Plant and prune fruit and seed trees
- 8. Court love interest
- 9. Sow pulses (bean, pea, peanut)
- 10. Weed fields

SUMMER

EARLY SUMMER 1D6

- 1. Finish shearing sheep
- 2. Begin harvest hay
- 3. Fish and hunt
- 4. Irrigate fields
- 5. Forage
- 6. Pick and dry herbs

MIDDLE SUMMER 1D6

- 1. Finish hay harvest
- 2. Harvest cash crop (cotton, hemp, tobacco)
- 3. Cut winter grain
- 4. Repair homestead
- 5. Scare birds and vermin away
- 6. Tie winter grain

LATE SUMMER 1D6

- 1. Finish winter grain harvest
- 2. Cut and tie spring grain
- 3. Plant livestock winter grazing crop (turnips)
- 4. Thresh and winnow grain
- 5. Harvest vegetable garden
- 6. Begin legume, nettle, vetch harvest (food/medicinal)



AUTUMN

EARLY AUTUMN 1D8

- 1. Finish legume, nettle, vetch harvest (food/medicinal)
- 2. Mill and store grain
- 3. Breed cattle
- 4. Harvest honey
- 5. Plow and harrow winter grain fields
- 6. Harvest tree/bush fruit
- 7. Sell excess livestock
- 8. Sow winter grain

MIDDLE AUTUMN 1D6

- 1. Finish plowing/sowing winter grain
- 2. Finish fruit harvest (bush, tree)
- 3. Brew alcohol and vinegar
- 4. Breed sheep
- 5. Start pannaging pigs (acorn/beechnut)
- 6. Repair tools

LATE AUTUMN 1D6

- 1. Clear new farmland
- 2. Finish pannaging pigs
- 3. Mend fences
- 4. Preserve food (dry, jam, pickle)
- 5. Begin tree pruning
- 6. Winterize home

WINTER

EARLY WINTER 1D8

- 1. Butcher and preserve livestock (Cure, sausage, smoke)
- 2. Craft butcher byproducts (candles, hide, soap)
- 3. Fish and hunt
- 4. Begin manure fertilizing
- 5. Finish tree pruning
- 6. Harvest willow
- 7. Repair indoors
- 8. Produce textiles (weave and sow)

MIDDLE WINTER 1D8

- 1. Clear ditches
- 2. Chop wood
- 3. Breed sows
- 4. Finish manure fertilizing
- 5. Birth early lambs
- 6. Feast and relax
- 7. Freeze distill alcohol
- 8. Cut ice

LATE WINTER 1D10

- 1. Prune non-fruit trees
- 2. Prune fruit bushes and hedgerows
- 3. Mend fences
- 4. Kill moles
- 5. Plant willow
- 6. Add lime, chalk, and plow under turnip/clover
- 7. Finish lambing
- 8. Calving begins
- 9. Craft and sell market items
- 10. Fertilize and plow under vegetable garden

