

# TORCHES IN THE DARK

OLD SCHOOL ADVENTURING GAME

## STRONGHOLDS AND HIRELINGS



OSR

# Strongholds & Hirelings

There comes a time when adventurers will want to setup a base of operations in the world, a stronghold. Owning land is one thing, but it's what players do with that property that counts.

Building a home out in the wilds of the world? Trying to create a frontier village or town? A silver mine to trade with other local cities and towns? All of this is possible once you have the coin to begin your operations and the ability to deal with whatever creatures or profane tribes have currently claimed the land. Some buildings generate income, while others offer your holdings defensive advantages or give your character specific benefits. Some structures allow you to start to form your own factions and guilds in the world as well.

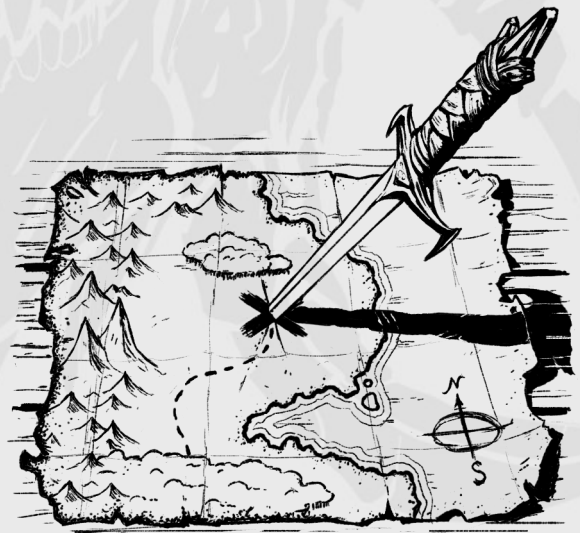
Will you be a well liked lord, welcome among the streets of the commoners? Perhaps you will focus on your status as a noble and trade information to oust others of their wrong doings so that you can take their positions of power. It is up to you.

## STRONGHOLD REQUIREMENTS:

- ◆ Clear the Stronghold of all threats.
- ◆ Clear the surrounding area of threats.
- ◆ Repair any damages to the Stronghold.

## STRONGHOLD FEATURES:

- ◆ Passive party bonuses while the Stronghold owner is part of the group.
- ◆ Unique abilities and features for the Stronghold owner.
- ◆ The ability to hire the services of unique retainers.
- ◆ A tiered progression from ranks 1-8, each tier granting additional bonuses and features both for the owner and group members.
- ◆ A new point of interest on the map, a safe haven for players to frequent on their long journeys.



# Strongholds & Hirelings

## SETTING UP A STRONGHOLD

Setting up a Stronghold is an involved process, the journey is just beginning after you've cleared the stronghold and surrounding area of all threats, not to mention repairing any of the damage that has been caused to the Stronghold after years of being abandoned.

### 1) Choose your Strongholds Alignment.

- ◆ **Law** - Honor, trustworthiness, obedience to authority, and reliability are all hallmarks of your stronghold. You adhere to traditions and judgements, sometimes to a degree that lacks adaptability in certain situations where it is needed. You have created a home where people can depend on each other and make the right decisions in full confidence knowing that others will act as they should.
- ◆ **Chaos** - Freedom, adaptability, flexibility. Your stronghold is home to a variety of men and women, all with different talents and abilities. However reckless behavior and a general revulsion of authority is present throughout the walls of your domain.

- ◆ **Neutral** - You respect law and chaos and you have an understanding of why authority must be held in regard to keeping chaos at a minimum. You feel no particular compulsion to obey nor a compulsion to rebel. You're simply content to maintain your stronghold to the best of your abilities.

### 2) Roll your Stronghold Attributes:

- ◆ Roll 4D6 to determine stability. You gain a +4 bonus if lawful, -4 bonus if chaos, +0 if neutral.
- ◆ Roll 3D6 to determine martial strength.
- ◆ Roll 3D6 to determine population.
- ◆ Roll 3D6 to determine crime. You gain a +4 bonus if chaos, -4 if lawful, +0 if neutral.
- ◆ Roll 12D10 x 20 to determine your starting resources.



# Strongholds & Hirelings

Stability Roll	Stability Score/Special
1-6	10 Stability / Militiamen
7-10	20 Stability / Guards
11-14	40 Stability / Barracks
15-17	60 Stability / Guard Captain
18-20	80 Stability / Knights
21-25	90 Stability / Knightly Order
26-30	100 Stability / House of Law

Population Roll	Population Score/Resource Cost
1-6	25 Population/10 Resources
7-10	50 Population/25 Resources
11-14	100 Population/50 Resources
15-17	200 Population/100 Resources
18-20	400 Population/150 Resources
21-25	800 Population/200 Resources
26-30	1600 Population/400 Resources

Crime Roll	Crime Score/Special
1-6	10 Crime / Thieves
7-10	20 Crime / Gangs
11-14	40 Crime / Thieves Guild
15-17	60 Crime / Black Market
18-20	80 Crime / Assassins Guild
21-25	90 Crime / Crime Syndicate
26-30	100 Crime / Den of Shadow

# Strongholds & Hirelings

## STRONGHOLD ATTRIBUTES:

- ♦ **Stability:** Stability is attributed to how stable your stronghold is, in terms of lawfulness, dissent among your populace, and how willing they are to support your goals. Stability governs proclamation checks related to taxes, expansion, and warfare. In addition, a high stability is a sign of lawfulness throughout the Stronghold which provides benefits to the player.
- ♦ **Population:** Your population score determines how many citizens live in or around your stronghold. Having a high population score assists in building structures, tier upgrades, and hex advancements.
- ♦ **Crime:** The criminal element of a city, when crime is high stability is usually low. However crime doesn't always pay. Having a high crime score can offer the residents of the stronghold unique wares and opportunities that simply cannot be found in a stronghold with high stability. Black Markets, Assassins, and other options.

- ♦ **Martial Strength:** Martial strength is a resource used to maintain your hex borders, expansion, warfare, and stronghold quests. It represents your stronghold's military power.
- ♦ **Stronghold Resources:** Stronghold resources are used for purchasing the following:
  - ♦ Mercenaries.
  - ♦ Retainers & Hirelings.
  - ♦ New Structures.
  - ♦ Hex Advancements.
  - ♦ Tier Upgrades.
  - ♦ Stronghold Quests.



# Strongholds & Hirelings

## THE STRONGHOLD TURN PHASE:

- 1) **Stability Check:** Roll 1D100 - Charisma Modifier x 5 - Structure bonuses. If you exceed your stability roll, you lose 10 stability and gain 10 crime. If you meet or roll under your stability, you gain 10 stability to a maximum of 100.
- 2) **Crime Check:** If you have a 40 or higher crime rating roll 1D100. If your roll is 50 or lower, nothing happens. If your roll is 51 or higher a crime event occurs.
- 3) **Martial Strength Check:** Roll 1D6, on a 6 you gain additional martial strength. Roll 1D4 and add it to your martial strength rating. If you roll a 1 on the D6, roll 1D4 and subtract it from your martial strength rating.
- 4) **Population Check:** Roll 1D6, on a 6 you gain additional population. Roll 1D4 and add it to your population rating. If you roll a 1 on the D6, roll 1D4 and subtract it from your population rating.
- 5) **Resource Expenditure:** Subtract your population, hireling, retainer, and mercenary costs from your resource total.
- 6) **Resource Generation:** For every 100 population you have at your Stronghold, add 10 resources to your resource total. In addition if you have any structures that generate stronghold resources add those values to your resource total as well.
- 7) **Proclamations:** You can make a proclamation, that will stay in place until the next stronghold turn. Each proclamation has benefits and negatives that need to be considered carefully. Once you have chosen a proclamation it cannot be changed until the next turn phase.
- 8) **Warfare & Stronghold Quests:** Distribute your martial strength through your owned hexes, complete or begin stronghold quests.
- 9) **Monster & Event Check:** For each hex you own, the DM will roll on a random table to determine what occurs there.

# Strongholds & Hirelings

## STRONGHOLD PROCLAMATIONS:

### ◆ Increase Taxes

- i. You now gain 10 resources for every 50 population instead of the normal 100.
- ii. Your next stability check is made at a +20 difficulty.

### ◆ Draft

- i. You automatically succeed on your next martial check roll.
- ii. Crime increases by +20.

### ◆ Reduced Taxes

- i. You now gain 10 resources for every 200 population instead of the normal 100.
- ii. Your next stability check is made at a -10 difficulty.

### ◆ Inspiring Promotion

- i. You automatically succeed on your next population roll.
- ii. An additional 100 resources are removed from your treasury during the resource expenditure phase.

### ◆ Infrastructure

- i. Your next tier 1-5 structure is created using half the resources.
- ii. Your next stability check is made at a +10 difficulty.



### ◆ War

- i. During your warfare and strongholds quest phase, you can martial your forces one hex further than normal.
- ii. Your crime increases by +10 and your next stability check is made at a +10 difficulty.

### ◆ Holiday

- i. You automatically succeed on your stability and population checks.
- ii. An additional 1000 resources are removed from your treasury during the resource expenditure phase.

# Strongholds & Hirelings

## WARFARE & EXPANSION:

### Military Movement

During your warfare and stronghold quests phase you can choose to martial your forces and direct them to hexes that you control surrounding your stronghold. You can move any number of troops from one hex to the next, but the maximum number of troops on a hex is 5. Troops can only be moved to hexes that are immediately next to them.

For example, if you wanted to send soldiers from your stronghold (blue hex) to your bordering hexes (green) you would be capable of doing that. The hexes shown in (red) are outside of the troops range.



### Military Move Actions

On each warfare and stronghold quests phase you have three military move actions. Each action allows you to move your soldiers from one hex to one immediately next to it.

### Military Combat Actions

Martial Strength is used to hold your borders and into expand into territories that you have already cleared of immediate threats. If an enemy approaches your border and attacks in an attempt to take your hex, you will compare your martial strength values. When defending a hex the maximum martial strength is 5. Some particularly dangerous foes like monsters may have a higher value than 5, but that is exceptionally rare and a sign that perhaps you'll want to investigate that area later or martial your forces in that direction if the creature or creatures seem overly hostile.

When two enemy forces battle over a hex, you compare your defensive value vs. their attack value. If either value is higher than the offer they roll a D20 with the difference acting as their positive modifier. The defender or attacker with the smaller value rolls a D20 with the difference acting as a negative modifier.

I.E. Your hex has 3 martial strength, an attacker with a large force attacks the hex and they have a martial strength of 5. 3-5, the defender rolls a 1D20-2, the attacker rolls a 1D20+2. The force with the higher result wins the battle.



# Strongholds & Hirelings

## HEX ADVANCEMENTS:

*Hex advancements with an asterisk (\*) by them can share the same hex as one other advancement.*

### Farm\*

- ◆ **Cost:** 100 Resources.
- ◆ **Benefit:** During the resource generation phase, for every farm you own you gain an additional 10 resources.
- ◆ **Placement:** The farm cannot be placed on mountain or water hexes.

### Fishery\*

- ◆ **Cost:** 100 Resources.
- ◆ **Benefit:** During the resource generation phase, for every fishery you own you gain an additional 10 resources.
- ◆ **Placement:** The fishery cannot be placed on mountain or land hexes.

### Bridge\*

- ◆ **Cost:** 100 Resources.
- ◆ **Benefit:** A bridge allows your military forces, hirelings, retainers, and trade caravans to bypass rivers and other small bodies of water without taking an additional movement round.
- ◆ **Placement:** The bridge can be placed over rivers or on small bodies of water between two land hexes.

### Road\*

- ◆ **Cost:** 100 Resources.
- ◆ **Benefit:** A road allows for faster travel through your stronghold territory, having a completed road system (minimum of 10 roads build through hexes) you gain a +1 movement during your military move phase.
- ◆ **Placement:** Roads can be placed on all land hexes.

### Watch Tower

- ◆ **Cost:** 300 Resources.
- ◆ **Benefit:** A Watch Tower provides a permanent +1 increase to the martial strength of the hex it is placed on. This effectively increases the maximum amount of martial strength that can be placed on the hex from a 5 to a 6.
- ◆ **Placement:** The Watch Tower cannot be placed on water or mountain hexes.

### Mine

- ◆ **Cost:** 500 Resources.
- ◆ **Benefit:** During the resource generation phase, for every mine you own you gain an additional 100 resources.
- ◆ **Placement:** Mines can only be placed on mountain hexes.

# Strongholds & Hirelings

## HEX ADVANCEMENTS:

Hex advancements with an asterisk (\*) by them can share the same hex as one other advancement.

### Fort

- ◆ **Cost:** 1500 Resources.
- ◆ **Benefit:** All hexes adjacent to a hex fort are granted a +1 martial strength bonus. Effectively increasing the maximum martial strength bonus on those hexes from 5 to 6.
- ◆ **Placement:** The fort cannot be placed on mountain or water hexes.

### Structure Plot

- ◆ **Cost:** 200 Resources.
- ◆ **Benefit:** A structure plot allows you to build a foundation for a structure. There are numerous structures that can be created using a structure plot. The plot itself is 500 resources and each of the structures have their own associated resource costs and requirements before they can be built. Only one structure per plot.
- ◆ **Placement:** Structure plots cannot be placed on mountain or water hexes.



## STRONGHOLD STRUCTURES:

### Alchemist Shop

- ◆ **Cost:** 800 Resources.
- ◆ **Benefit:** In the alchemy shop you will find a trained alchemist (30% nature lore and alchemy). The alchemist also sales minor healing potions for 120 copper pieces (1D<sub>4</sub>+1) healing.
- ◆ **Placement:** Must be built on a structure plot.

### Bank

- ◆ **Cost:** 800 Resources.
- ◆ **Benefit:** A bank acts a secure structure for hoarding coins and other valuables. In addition this allows the stronghold owner to make loans to other characters with a 5% interest rate. If loans are not paid back, it's up to the stronghold owner to collect.
- ◆ **Placement:** Must be built on a structure plot. Requires stability 60+

### Barracks

- ◆ **Cost:** 500 Resources.
- ◆ **Benefit:** A barracks allows you to house guards, militiamen or other forces. It grants your stronghold a +2 Stability bonus.
- ◆ **Placement:** Must be built on a structure plot.

# Strongholds & Hirelings

## Black Market

- ◆ **Cost:** 800 Resources.
- ◆ **Benefit:** A black market that sales illegal goods such as abbai resin and other drugs. Special tools that cannot be found anywhere else are sometimes located here as well.
- ◆ **Placement:** Must be built on a structure plot. Requires crime of 60+

## Brewery

- ◆ **Cost:** 100 Resources.
- ◆ **Benefit:** A brewery must be constructed adjacent to an inn for the inn to function.
- ◆ **Placement:** Must be built on a structure plot.

## Cathedral

- ◆ **Cost:** 500 Resources.
- ◆ **Benefit:** A cathedral is the center of religious leadership in the stronghold. Priests, Inquisitors, and Wytch Blades can donate coin here to earn experience.
- ◆ **Placement:** Must be built on a structure plot. Requires stability 60+

## Court House

- ◆ **Cost:** 300 Resources.
- ◆ **Benefit:** A court house is a place where cases are held by the arbiters of law in the stronghold. It grants your stronghold a +2 Stability bonus. In addition it allows the stronghold owner to hold court when required.
- ◆ **Placement:** Must be built on a structure plot. Requires stability 80+

## Grave Yard

- ◆ **Cost:** 200 Resources.
- ◆ **Benefit:** A place to bury your dead. Bringing fallen allies back home to be buried grants their next characters half of their total experience earned.
- ◆ **Placement:** Must be built on a structure plot.

## Guild Hall

- ◆ **Cost:** 1000 Resources.
- ◆ **Benefit:** Guild Halls act as the home of an organization that specializes in a particular craft or art. Fighter, thieves, artisan, crafters, and other guilds may wish to use the guild hall.
- ◆ **Placement:** Must be built on a structure plot.

# Strongholds & Hirelings

## Herbalist Shop

- ◆ **Cost:** 400 Resources.
- ◆ **Benefit:** In the herbalist shop you will find a trained herbalist (45% nature lore and tracking). The alchemist also sales minor herbs and reagents.
- ◆ **Placement:** Must be built on a structure plot.

## Hospital

- ◆ **Cost:** 2000 Resources.
- ◆ **Benefit:** Field surgeons, plague doctors, and other medical professions practice and learn here. They can heal minor wounds and madness for a cost 100 copper/wound or madness. They can heal major wounds and madness for 350 copper/ wound or madness.
- ◆ **Placement:** Must be built on a structure plot. Requires stability 80+

## House

- ◆ **Cost:** 100 Resources.
- ◆ **Benefit:** A house can be used to attract player characters or rare and unique NPCs to live at your stronghold.
- ◆ **Placement:** Must be built on a structure plot.

## Inn

- ◆ **Cost:** 300 Resources.
- ◆ **Benefit:** An inn draws mercenaries and other potentially rare or unique hirelings to the stronghold. The inn also generates an additional 25 resources during the resource generation phase.
- ◆ **Placement:** Must be built on a structure plot.

## Jail

- ◆ **Cost:** 300 Resources.
- ◆ **Benefit:** A jail ensures that any criminals in your city are locked behind iron riveted doors and away from the public. It grants your stronghold a +2 Stability bonus.
- ◆ **Placement:** Must be built on a structure plot. Requires stability 50+

## Library

- ◆ **Cost:** 500 Resources.
- ◆ **Benefit:** A library is an archive of books and a place of learning. Characters can visit the library to upgrade their history, ceremony, and nature lore skills by 1% per 200 copper spent.
- ◆ **Placement:** Must be built on a structure plot.

# Strongholds & Hirelings

## Military Academy

- ◆ **Cost:** 1000 Resources.
- ◆ **Benefit:** The military academy teaches students the intricacies of war and strategy. Warriors, leaders, marauders, and all other martial characters can come here to train and to pay coin to advance their skills. Characters can visit the military academy to upgrade their parry, athletics, and acrobatics, morale, and jumping skills by 1% per 200 copper spent.
- ◆ **Placement:** Must be built on a structure plot. Requires stability 80+

## Mint

- ◆ **Cost:** 5000 Resources.
- ◆ **Benefit:** A fortified structure that allows you to mint your own coinage. This structure allows players to contribute to your stronghold directly by trading in their standard currency for currency that they can only use to purchase goods while in your stronghold. The mint also generates an additional 100 resources during the resource generation phase.
- ◆ **Placement:** Must be built on a structure plot. Requires stability 90+

## Monastery

- ◆ **Cost:** 600 Resources.
- ◆ **Benefit:** The monastery is a cloister for meditation and deep religious study. Cenobite, wolfgroom, and warden characters can come here to train and to pay coin to advance their skills. Characters can visit the monastery to upgrade their acrobatics, athletics, and religious lore, morale, and jumping skills by 1% per 200 copper spent.
- ◆ **Placement:** Must be built on a structure plot.

## Pier

- ◆ **Cost:** 200 Resources.
- ◆ **Benefit:** A pier is a mixture of warehouses, workshops, and taverns for docking ships handling cargo and passengers in and out of your stronghold. Increases your crime rating by +5. Allows the construction of ships and sea based stronghold quests become available to you.
- ◆ **Placement:** Must be built on a structure plot that is edged by water. Requires crime 10+

# Strongholds & Hirelings

## Shop

- ◆ **Cost:** 200 Resources.
- ◆ **Benefit:** A general shop that sells mundane goods to adventurers and citizens alike. Player characters who purchase goods at the shop convert each copper spent to one resource for the stronghold. The shop also generates an additional 10 resources during the resource generation phase.
- ◆ **Placement:** Must be built on a structure plot.

## Smithy

- ◆ **Cost:** 400 Resources.
- ◆ **Benefit:** A smithy that sells simple and martial weapons to adventurers and citizens alike. Player characters who purchase goods at the shop convert each copper spent to one resource for the stronghold. Characters can visit the smithy to upgrade their metallurgy skill by 1% per 200 copper spent.
- ◆ **Placement:** Must be built on a structure plot.

## Tannery

- ◆ **Cost:** 400 Resources.
- ◆ **Benefit:** The tannery sells mundane light armors, leather and hide armor can be crafted here for a small fee as well. Player characters who purchase goods at the shop convert each copper spent to one resource for the stronghold.
- ◆ **Placement:** Must be built on a structure plot.

## THE CRIMINAL ELEMENT:

### Cabal & Cult Den

- ◆ **Cost:** 1000 Resources.
- ◆ **Benefit:** Rogue cultists and dangerous magicians hide themselves away right in the middle of your stronghold. Characters can visit the Cabal and Cult dens to upgrade their eldritch lore and arcana lore skills by 1% per 500 copper spent. Increases your crime rating by +10.
- ◆ **Placement:** Must be built on a structure plot. Requires crime 60+



# Strongholds & Hirelings

## Fight Club

- ◆ **Cost:** 400 Resources.
- ◆ **Benefit:** Pugilists can train at the club to earn experience. Characters can visit the fight club to take part in arena matches and brawls, earning or losing coin in the process. Anyone who is caught talking about the fight club has a 50% chance of being assassinated in their sleep. Increases your crime rating by +10.
- ◆ **Placement:** Must be built on a structure plot. Requires crime 50+

## Mercenary Company

- ◆ **Cost:** 500 Resources.
- ◆ **Benefit:** Well armed and well trained warriors who come from all walks of life. They make a living by killing, fighting, or defending. After the fall of the mercenary republic most companies are no longer officially sanctioned and are considered rogue elements. Having a mercenary company in your stronghold provides you with the opportunity to hire soldiers but increases your crime rating by +10.
- ◆ **Placement:** Must be built on a structure plot. Requires crime 40+

## HIRELINGS & RETAINERS:

Hirelings and retainers are associates hired for a share of treasure or by purchasing their services for a specific occasion. Hirelings, mercenaries, and retainers each have four different rankings of skill.

- ◆ **Common** - Exactly as it says, a common hireling, retainer, or mercenary are usually easy to hire. Though most will refuse to join you in dungeons or put themselves in great danger on your behalf. Common ranked hirelings usually have a 10-20% rank in a single skill. Common mercenaries are usually level zero or level 1 warriors with less than average stats and terrible equipment.
- ◆ **Uncommon** - An uncommon hireling, retainer, or mercenary are more difficult to hire but provide a higher level of service. Uncommon hirelings usually have a 20-30% rank in a single skill. Uncommon mercenaries are usually level 1 warriors with average stats and decent equipment.
- ◆ **Rare** - Rare hirelings and mercenaries are difficult to hire and require a loyalty check before determining if they will join you.
- ◆ **Unique** - Unique hirelings are exactly that, one of a kind and unique.

# Strongholds & Hirelings

## LOYALTY CHECKS:

Player characters must make loyalty checks when attempting to hire a hireling or mercenary. To make the check, roll 2D6 and add your charisma modifier. In addition if the game master feels like it is appropriate they can choose to apply any adjustments he or she feels are appropriate.

Die Roll	Result
2 or less	Refusal, -1 on further rolls.
3-5	Refusal.
6-8	Try again.
9-11	Acceptance.
12 or more	Acceptance, +1 to Loyalty.

## HIRELING COSTS:

- ◆ Common (20% Skill): 2 Copper/Day or 5 Resources.
- ◆ Uncommon (30% Skill): 5 Copper/Day or 10 Resources.
- ◆ Rare (40% Skill): 10 Copper/Day or 15 Resources.
- ◆ Unique (50-60% Skill): 25 Copper/Day or 25 Resources.

## MERCENARY COSTS:

- ◆ Common (Soldier): 8 Copper/Day or 5 Resources.
- ◆ Uncommon (Soldier): 12 Copper/Day or 10 Resources.
- ◆ Rare (Soldier): 20 Copper/Day or 15 Resources.
- ◆ Unique (Soldier): 50 Copper/Day or 30 Resources.



Unique mercenaries and hirelings are especially rare, when you hire one or convince one to join your ranks you can roll on the following table to determine what special features they have.



# Strongholds & Hirelings

Roll 1D10 twice and record the results.

1. **Dungeon Dweller** - The unique hireling of mercenary are willing to enter into dungeons with you.
2. **Combat Expert** - Increase all attributes by +4, gain a level and 2 additional hit points.
3. **Hunter** - Increases tracking and searching skills by 30%.
4. **Elder Magic** - Increases eldritch lore skill by 20%, has minor spell casting.
5. **Historian** - Increases history skill by 30%.
6. **Arcanist** - Increases arcane lore skill by 30%.
7. **Healer** - Increases first aid skill by 20%, allows the hireling or mercenary to use healing hands once a day.
8. **Herbalist** - Increases nature lore skill by 30%.
9. **Resistant** - Has an AC of 14 and an AR of 2.
10. **Well Armed** - Begins with a martial weapon and high quality armor.

