

# TORCHES IN THE DARK

## OLD SCHOOL ADVENTURING GAME

- The first step for creating your clan is to roll the following attributes, these rolls will determine your initial standing and starting circumstances in the world. Some will be luckier than others, some will begin in dire circumstances. Life is never fair on Ohr.

### ROLL YOUR STRONGHOLD ATTRIBUTES:

- Roll 2D6+5 to determine your clan's Stability. Stability is a measure of your ability to maintain your soldiers and expansions in the world of Ohr. For every army you have on the map, it costs 1 Stability. For every expansion on the map cost 5 Stability points.
- Roll 3D6+20 to determine your beginning martial strength. This represents your starting number of soldiers.
- Roll 12D10 x 20 to determine your starting amount of resources. Resources are spent on upgrading your skill trees, hiring new soldiers, building expansions, creating roads, and virtually everything else in the game.

### CLAN ORIGIN ROLL: Roll 1D6 to determine result.

1. You are the son or daughter of a minor merchant, or perhaps you've only just started your own minor operation. You begin the game with 500 additional resources, but on your journey, you were attacked by a group of bandits and they killed many of your men. A risk you take when traveling on these dangerous roads. Begin the game with -10 soldiers and -2 Stability.
2. The son or daughter of a mercenary, you grew up in whore houses and on the road. You've watched men die since you were a child, and you've grown accustomed to some of the greater terrors in the world. You were not close to your parent, but you respected them. They could have let you die and went about their lives, but they took you with them despite the hardships, and now you lead what's left of the mercenary company after your parents' deaths. You begin the game with 20 additional soldiers, but you suffer -300 resources and -3 Stability.
3. A minor noble in a land of petty lords and clans, you've grown accustomed to the politics of the lands. You maintain a small holding and begin the game with a minor keep and +10 soldiers and 100 resources. However, you are in the middle of a skirmishing war with the neighboring petty kingdom. You suffer -6 Stability.
4. You're a bandit, a brigand, a crook. You kill, maim, and steal from those who can't pay for their own safety on the roads. You've made it this far in the Petty Kingdoms but you're going to have to come to the terms with the fact that a Wolf's Head will eventually be hunted. You begin the game with +300 Resources, +5 Soldiers, -2 Stability, but you also have an enemy in a Petty Kingdom. You will roll on the battle situation table twice instead of once every time you enter into combat.
5. The son or daughter of a Yeoman, your father worked in service of a lord. You continue the tradition and have aligned yourself with a Petty Kingdom in the region. You no longer want for allies, and your life should be easy... But treachery is always just around the corner. Begin the game with +3 Stability.
6. A fledgling clan leader, you have carved your own way in life. Now it's up to you to survive. You begin the game with no additional bonuses or detriments.

### STRONGHOLD MOVEMENT:

- You can move up to three armies 10 spaces each on every turn.
- Every 5 spaces you must roll once on the random travel event table.
- When you enter a town, you must roll once on the town event table. This can only be rolled the first time you enter a town during a turn.
- When you enter your keep or strongholds, roll on your stronghold events table. This is only rolled the first time you enter the structure during a turn.
- Stronghold rewards such as healing potions and other unlocks are only given once stronghold turn.

### STRONGHOLD STABILITY:

- Each army you control has a base cost of 2 Stability.
- Armies with 100 to 200 soldiers cost +2 Stability.
- Armies with 201-500 soldiers cost +4 Stability.
- Armies with 501-800 soldiers cost +6 Stability.
- Armies with 801-1200 soldiers cost +12 Stability.
- Armies with over 1200 soldiers cost +18 Stability.
- Every keep expansion costs 5 Stability.
- Every watch tower costs 2 Stability.
- Every upgrade structure costs 1 Stability.
- If at anytime you are unable to pay Stability costs, your armies disband and any expansions you own are left abandoned and considered destroyed.

## STRONGHOLD TABLES:

### Random Event Table (Travel):

Roll:	Result:	Roll:	Result:
1	Plague. Lose 2D6 soldiers, if zero, lose 1D6 Stability.	11	An enemy army marches against you! 40+half your armies attack, 15 defense.
2	Merchant. Spend 300 resources, gain 40 goods (goes bad in 14 moves).	12	Disease spreads through your men/villages. -300 Resources, -1D6 Stability.
3	Random treasure. Gain 100 Resources.	13	Roll twice on the random event table, take both results.
4	Horrible creature. 100 Attack, 10 Defense. Retreat loses 2D6 Stability.	14	A bandit group attacks! 10+Half your armies attack, 5 defense.
5	Squad of mercenary warriors, asking for 10 resources each, there are 15 of them.	15	You find a treasure, 200 resources.
6	You're ambushed by a group of bandits. 10+Half your armies attack, 5 defense.	16	Your men are tired, but forced to continue. -6 Stability.
7	Random treasure. Gain 100 Resources.	17	Your warriors thrive on the battlefield! +10 Stability.
8	Your warriors tire and falter. Lose 1D6+2 Stability.	18	Roll twice on the random event table, take both results.
9	Random treasure. Gain 200 resources.	19	A group of warriors march to join you! +2D6 soldiers.
10	A small village burns, save them! -500 resources, gain +6 Stability.	20	You find a great treasure, 850 resources.

### Random Event Table (Town):

Roll:	Result:	Roll:	Result:
1	Beggars are rioting, help them or kill them. 300 Resources or +2 Stability.	11	Assassins make an attempt on your life. 20 x player level attack, 10 defense.
2	A festival is happening! Spend 200 resources gain +3 Stability.	12	Bandits have caused problems for this town. +30% gold to purchase goods.
3	Street Market Sale - Purchase normal equipment for 10% less gold.	13	Jousting Tournament! (QUEST)
4	A whore tempts one of your soldiers into a dark alley. -100 Resources.	14	There's a Major Caravan leaving the town and needs to hire guards. (QUEST)
5	Rains have caused skin-rot, lose 2D6+2 soldiers.	15	Rumor has it that there is a dungeon somewhere nearby. (QUEST)
6	A wandering prophet gives you a vision of the future. (QUEST)	16	Public wytch burning, the smell of burning flesh lingers... -2 Stability.
7	A captured monster breaks free and attacks you. 80 Attack and 12 Defense.	17	Fighting men are looking to be hired! -200 Resources, + 1D6 soldiers.
8	The town is on fire! HELP! -100 Resources, -1D6 soldiers, +4 stability.	18	Roll twice on the random event table, take both results.
9	An inquisitor has arrived in the city, you should talk to them. (QUEST)	19	An old knight wishes to have a good death. (QUEST)
10	Mistaken Identity, you are accused of being a thief! (QUEST)	20	A local noble takes issue you to arriving in town. (QUEST)

### Random Event Table (Stronghold):

Roll:	Result:	Roll:	Result:
1	Shoddy Walls, your stronghold suffers a -5 defense until next stronghold turn.	11	Windfall, a local noble grants you funding. +1000 Resources.
2	Grotesque Plague, you suffer -3 stability and lose 5D6 soldiers.	12	An enemy arrives at your gates! Your current attack value + 30 and 5 defense.
3	Soldiers come to join you! +2D6 soldiers.	13	Roll twice on the random event table, take both results.
4	Taxes are paid. +500 Resources.	14	Bandits hit your caravans and your trade suffers. -500 Resources.
5	Merchants bring you business. -500 Resources, +5 Stability.	15	Taxes are paid. +500 Resources.
6	Treasury is robbed! Roll 1D100, your result is the % taken of total resources.	16	Your guard is alert and well trained. +2 Stability.
7	Taxes are paid. +500 Resources.	17	A celebration and feast brings peace and unity. +5 Stability.
8	Soldiers come to join you! +2D6 soldiers.	18	A catastrophic defeat sends your people reeling. -10 Stability.
9	A peasant revolt! Pay 500 resources or lose -5 stability.	19	Mercenaries have come to offer their services. -600 Resources/+3D6 soldiers.
10	Your stronghold is strong as are your people. +5 Stability.	20	Your vaults are teeming with treasures. +1200 Resources.

### Random Event Table (Combat):

Roll:	Result:	Roll:	Result:
1	Your men find themselves at a major disadvantage! -10 Attack.	11	You've lost the battle before it ever began. -5 Defense, -5 Attack.
2	You sally forth, ready to take victory! +10 Attack.	12	The enemy is overwhelming, they gain +15 to their Attack and +5 to Defense!
3	Your warriors falter and begin to retreat! -5 Stability.	13	A commander walks among your foes. The enemy gains +10 Attack and Def.
4	The enemy is carrying a treasure! +300 Resources.	14	The enemy flees! -10 soldiers.
5	Your front line is slain by arrows! -5 Defense.	15	You hold true despite overwhelming odds. +5 Stability.
6	SHIELD WALL! +5 Defense.	16	A doomed battle, bad omens abound. The enemy gains +30 to their attack.
7	Enemies unseen, it's an ambush! The enemy gains +20 Soldiers.	17	You meet the enemy head on! +10 Attack and +5 Defense.
8	A group of good fighting men join you! +3D6 soldiers.	18	A terrible defeat, you are shattered. -10 Stability.
9	The enemy is carrying a treasure! +200 Resources.	19	GLORY IS OURS! You gain +5 Stability, +6D6 soldiers.
10	Eager and ready to win, your men charge forward! +5 Stability.	20	The enemy was caught weakened and carrying treasures. +800 Resources.

## EVENT TABLES:

- **Travel Events** – Every five hexes you move you must roll once on the events table.
- **Town Events** – The first time you enter a town during your Stronghold turn, you must roll a town event. If you enter different towns on the same turn you must roll on the table for each new town that you visit.
- **Stronghold Events** – Stronghold events are rolled at the very beginning of your Stronghold turn.
- **Battle Events** – Battle events are rolled at the start of every combat.

## STRONGHOLD QUESTS GUIDE

- **The Wandering Prophet** – He sees your coming death, but he also sees a way to prevent it. Give him 800 resources and he will make sure that your fate doesn't come to pass. If you fail to procure the prophet's services, your next enemy in battle has a +100 to their attack rating. If you defeat the enemy, you have averted fate and gain +10 stability.
- **The Inquisitor** – The inquisitor seeks strong fighting men to help him catch a wytch, one that has grown especially dangerous. You must face a foe unlike any other. The Wytch has a permanent attack of 80, effectively granting her 80 health but her attack does not worsen as she gets weaker. She has a base defense of 20. Should you manage to kill the wytch, you will receive +8 Stability and 1000 resources. If you fail, you gain -15 stability.
- **Mistaken Identity** – You're a thief! At least what's someone in the town believes, they're positive that you're a crook. The only way out of this is to put coin in the hands of those who can make this all go away. -1500 resources to ensure that this rumor doesn't go past this town. If not, you end up being thrown into a cell for nearly two months. -8 Stability, -300 Resources, -2D6+5 Soldiers.
- **Jousting Tournament** – Roll a 1D100, you have a 30% chance of actually winning this tournament. If you have skill in horse riding, or you're a calvary man your chances of winning goes up to 80%.
- **The Caravan** – A caravan is looking for hardy guards to make the trip to the next town over (20 hexes). Contend with whatever trials await you and they'll pay you 200 resources.
- **Dungeon** – You have discovered the location of a small dungeon. There are six fights to be won here before the dungeon is cleared out and you only have two stronghold turns to do it. The dungeon is one hex away from the town itself. The fights are as follows:
  - **Battle One** – Thieves and rogues have taken up in an old keep. 40 Attack and 5 Defense.
  - **Battle Two** – Brigands hear the battle and come running, they must defend their treasure! 50 Attack and 2 Defense.
  - **Battle Three** – An old captain of the empire has thrown in with this treacherous lot... 50 Attack and 10 Defense.
  - **Battle Four** – The Wolf's head sorceress has joined her guard and attempts to kill you. 70 Attack and 5 Defense.
  - **Battle Five** – With equipment well beyond their means, a group of heavily armed bandits attack. Half your attack + 30 and 10 Defense.
  - **Battle Six** – The Wolf's Head, the bandit lord arrives to finish you once and for all. Your current attack value +10 and 10 Defense.
  - **Failure** – If you fail any one of the fights you and your soldiers are forced to retreat. -10 Stability and -2D6+5 soldiers, if zero, another -10 stability.
  - **Victory** – If you complete the dungeon you gain 2500 resources and +5 stability.
- **A Good Death** – An old knight wishes for a good death, but he's not about to go out without a fight. You must face him in one on one combat. The knight has the following attributes: 60% parry chance, a longsword 3D4 + 3 damage, makes two attacks, 14 AC, 10 Armor Resistance, 42 wounds.
  - **Fight** – If you choose to battle the knight, you must fight to the death. If you fall, he kills you. Your soldiers disband and you lose 20 stability. If you win, you gain +10 stability and gain +2D10+5 soldiers.
  - **Refuse** – If you refuse the battle, you lose -10 stability and your current army disbands.
- **The Local Noble** – The local noble hasn't taken kindly to you arriving and you're not sure why. It's looking like he expects payment for your continued stay in town.
  - **Pay the Noble** – Paying the noble 1200 resources ensures that your stay is a fine one. You are given a 20% discount on all adventuring equipment you purchase while in town, but you can also sell merchant goods at a +10% bonus.
  - **Refuse** – If you refuse to pay the noble, you've just made an enemy of this town and no can longer come here. You are no longer welcome.