

| D6 STRONGHOLD FLAWS | |
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| 1 | The roof is leaky. |
| 2 | The stronghold is infested with rats (see page 124 in the Gamemaster's Guide). |
| 3 | Someone else has claims on the stronghold. The GM decides who it is. |
| 4 | A ghost (see page 92 in the Gamemaster's Guide) haunts the stronghold. |
| 5 | A flock of harpies (see page 102 in the Gamemaster's Guide) have a nest in the stronghold. |
| 6 | Many dead are buried here, and sometimes wake up as undead (see page 120 in the Gamemaster's Guide) |

| D6 NON-PAYMENT EFFECT | |
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| 1 | Hireling leaves his post and spreads rumors of your stinginess. Add 2 dice to next roll for events at stronghold. |
| 2 | The hireling leaves his post and steals something valuable when he goes. The GM determines what. |
| 3 | The hireling protests loudly and rallies all of the other hirelings. They all desert their posts and leave. |
| 4 | The hireling stays at his post, but slacks off at his work and doesn't perform his duties until he gets paid again. Roll again if the hireling doesn't get paid within a week. |
| 5 | The hireling keeps working, but spreads rumors of your stinginess. Your Reputation score counts as one step higher for the next roll for events at the stronghold. Also, roll again if the hireling doesn't get paid within a week. |
| 6 | Hireling dutifully keeps working without complaining. Roll again if the hireling doesn't get paid within a week. |

| D6 UNGUARDED STRONGHOLD EVENT | |
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| 1 | A local prince, orc chieftain, or similar (up to the GM) discovers the unguarded stronghold and occupies it. All hirelings flee. When the adventurers return, the stronghold is guarded by 2D6 hostile soldiers or warriors. |
| 2 | Another band of adventurers take the stronghold as their own. All hirelings flee. The PCs must either use force to chase off the brazen intruders or negotiate with them. |
| 3 | A flock of harpies (see page 102 of the Gamemaster's Guide) makes a nest in the stronghold. They make a mess, eat all FOOD, steal everything shiny and chase off all hirelings. When the adventurers return, they must chase off the harpies as well as clean out the stronghold (see above) before it can be used again. |
| 4 | A Gray Bear moves into the stronghold and turns it into its den. The hirelings stay but keep away from the den. |
| 5 | A group of wanderers use the stronghold as their temporary lodgings. They make a mess and steal 2D6 units of FOOD if there is any, but otherwise leave the stronghold untouched. |
| 6 | Luckily, no one disturbs your unguarded stronghold. |

| D6 LACKING UPKEEP EFFECT | |
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| 1 | A fire erupts, laying waste to D6 random functions. Roll D6 for each hireling – on 1 the hireling is burned. |
| 2 | A random function breaks, collapses, catches fire, or is ruined in some other way. It needs to be rebuilt. |
| 3 | A hireling has a nasty fall or is hit by falling rocks. Make a roll on the critical hit table for blunt trauma. |
| 4 | A swarm of rats moves in and consumes 2D6 units of FOOD if there is any in the stores. |
| 5 | Roof is leaking. In Winter/Fall occupants suffer effects of cold. Repair needs Quarter Day and CRAFTING roll. |
| 6 | The stronghold remains intact, despite the lack of upkeep. |

| D6 EVENTS DURING THE BATTLE | |
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| 1 | A PC is pushed and falls D6+2 meters (see page 113 for falling damage). |
| 2 | A PC is surrounded by D3+1 enemies. She must stand her ground for 2 rounds of close combat before aid arrives. |
| 3 | A PC finds herself face-to-face with an attacker and must fight him in close combat. |
| 4 | A PC gets the opportunity to push down the attackers' ladders or throw rocks at them. Make a MIGHT roll. Success means that D3 attackers are Broken. |
| 5 | A PC suddenly finds herself face-to-face with the commander of the attackers. Resolve a close combat between them until only one remains standing, preferably in a dramatic location in the stronghold. |
| 6 | Two PCs confront a powerful enemy together. It can be a monster or the commander of the attackers. |