

TORCHES IN THE DARK

OLD SCHOOL ADVENTURING GAME

STRONGHOLD PARTY & PLAYER BUFFS

- **Tier 1 Stronghold:** Rally! – A party action that players can choose to use on any player's turn. Each player automatically heals for their regeneration amount plus their level. This ability can be used once per session.
 - **Tier 3 Stronghold:** Favored Enemy – The stronghold owner can choose from one of the following enemy types: Human, Orkon, Dwarf, Harkon, Halfling, Drakon, Luminous, Naraken, Elves, Mezoark (Lizardmen), Ghouls, Undead, Ogres, Orcs, Goblins, Hobgoblins, Drakes, Beasts. When fighting against a favored enemy the stronghold owner and his party members deal +2 bonus damage.
 - **Tier 5 Stronghold:** The stronghold owner can use their action to call out a target and mark them. Marked targets have disadvantage on attacks that don't target them, in addition they are able to make a free melee or non-spell ranged attack against the target if they attack anyone else but them. If you are a spellcaster you instead can cast one additional spell on your turn but do so with a +4 to the TN check.
 - **Tier 8:** You can choose one of the following stronghold abilities:
 - **During your military movement phase you can move one additional time.**
 - **Your population now generates 15 resources for every 100 population instead of 10.**
 - **You can have three stronghold quests active at once instead of the normal one.**
 - **When you complete stronghold battles or dungeons you gain a 10% resource bonus.**
-

TIER UPGRADE COSTS:

- **Tier 2 – 250 Copper Pieces.**
- **Tier 3 – 500 Copper Pieces.**
- **Tier 4 – 1000 Copper Pieces.**
- **Tier 5 – 2000 Copper Pieces.**
- **Tier 6 – 4000 Copper Pieces.**
- **Tier 7 – 8000 Copper Pieces.**
- **Tier 8 – 16,000 Copper Pieces.**