

+20 Maximum Soldiers  
(Cost: 20 Patron Points)

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+100 Maximum Soldiers  
(Cost: 25 Patron Points)

+1 Stability Per Stronghold Turn.  
(Cost: 25 Patron Points)

+150 Resources Per Stronghold turn.  
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+1 Stability Per Stronghold Turn.  
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+150 Resources Per Stronghold turn.  
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+350 Resources Per Stronghold turn.  
(Cost: 50 Patron Points)

+1 Character Attribute  
(Cost: 20 Patron Points or 1250 Resources)

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(Cost: 20 Patron Points or 1250 Resources)

+2 Character Wounds  
(Cost: 10 Patron Points or 500 Resources)

+1 Movement for all units.  
(Cost: 10 Patron Points or 500 Resources)

Elite Military  
(Cost: 50 Patron Points or 3500 Resources)  
Instantly spawn an 800 unit army.

Siege Engines  
(Cost: 25 Patron Points or 2500 Resources)  
Spawn three siege engines.

Elite Army  
(Cost: 25 Patron Points or 2500 Resources)  
Instantly spawn a 600 unit army.

Elite Mercenary Unit  
(Cost: 1800 Resources)  
+10 Attack/+10 Defense/+3 Movement.

+2 Character Wounds  
(Cost: 10 Patron Points or 500 Resources)

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+1 Movement for all units.  
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You can now move 5 armies per Stronghold Turn instead of the normal 5. (Cost: 25 Patron Points or 2500 Resources)

Reroll Travel Events: You can reroll all travel events once, but you must take the second result. (Cost: 25 Patron Points or 1500 Resources)

+5 Stability Per Stronghold Turn. (Cost: 75 Patron Points or 7500 Resources)

Gain 2D6 soldiers every Stronghold turn. (Cost: 2000 Resources)

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Reroll Combat Events: You can reroll all combat events once, but you must take the second result. (Cost: 25 Patron Points or 1500 Resources)