

## BUILDING SUMMARIES

### MAGICAL BUILDINGS

**Academy:** Lore: Arcane skill once per month

- **Arcane Labs:** Resources: Arcane once per month.

**Library:** Three Lore skills (chosen); grants research Project of any type; circumstance bonus to the Academy, Temple, and Ritualist Circle.

- **Grand Library:** Three Lore skills (chosen, can't be doubled) not chosen for the Library; greater circumstance bonus to the Academy, Temple, and Ritualist Circle.

**Temple:** Grants access to the Clerics unit; circumstantial bonuses; Lore: Divine skill once per month.

- **Monastery:** Resources: Divine once per month.

**Thaumaturgy Hall:** Significant circumstantial bonuses; Resources: Decipher Magic once per month; 1 additional Magical Project.

**Ritualist Circle:** Lore: Ritual skill once per month.

- **Ritualist Grove:** Resources: Ritual skill once per month.

### MILITARY BUILDINGS

**Barracks:** Train, reinforce military units up to Veteran and Elite levels; add certain specialists to a unit; grants 1 Martial Capacity.

- **Training Field:** Grants 1 Martial Capacity.
- **Foundry:** Choose Improved Weapons OR Improved Armor Upkeep reduced to zero; grants 1 Martial Capacity.
  - **Armory:** Grants faction members a bonus to downtime mechanics for fixing or maintaining equipment; grants 1 Martial Capacity.

**Hospital:** Units stationed (resting or acting) in settlement heal 1 wounded person; grants a bonus to faction members in regards to downtime mechanics to heal wounds.

**Lictor Courts:** Grants 1 Martial Capacity.

**Military College:** Circumstantial bonuses throughout the year; Lore: Martial once per month; grants 1 Martial Capacity.

- **Officers Academy:** Grants 1 Martial Capacity; Resources: Martial skill once per month.

**Settlement Defenses:** Defenders do an additional point of damage; not “Siege” attacks; grants 1 Martial Capacity

**Town Guard:** Grants bonus to morale checks vs riots; buildings, repairs only 1 month; deter minor banditry and crime; settlement's defenders from 20 to 30; grants 1 Martial Capacity.

- **Urban Cohort:** Larger bonus to vs riot prevention; deter more banditry and crime; upgrade to Soldiers; grants 1 Martial Capacity.

**Walls:** +1 Defense bonus; note “Siege” attacks; grants 1 Martial Capacity.

- **Improved Walls:** +1 Defense bonus (total +2); grants 1 Martial Capacity.
  - **Greater Walls:** +1 Defense bonus (total +3); grants 1 Martial Capacity

**Watchtowers:** Circumstance bonus to see enemy troops or activity around settlement; grants 1 Martial Capacity.

## Faction Rules 3.0 – Building Summaries

- **Checkpoints and Waystations:** Chance of finding of activity around settlement; chance to deter minor banditry; grant 1 Martial Capacity.

### ECONOMIC BUILDINGS

**Bank:** Allows faction members to “bank” their silver; grants 1 Economic Capacity.

- **Vault:** Allows faction members to store items.

**Courier Post:** Locks in 5 silver rate; grants 1 Economic Capacity.

**Export:** Grants 1 Economic Capacity.

**Farms:** Grants 1 Economic Capacity.

- **Gardens and Pens:** Grants 1 Economic Capacity.
  - **Holdings:** Grants 1 Economic Capacity.
    - **Improved Holdings:** Grants 1 Economic Capacity.
      - **Greater Holdings:** Grants 1 Economic Capacity

**Labor Guild:** Grants 1 Economic Capacity

**Lumber Mill:** Reduces the construction time by 1 month; grants 1 Economic Capacity.

**Marketplace:** Circumstance bonus to finding items on market; grants 1 Economic Capacity.

**Merchant College:** Circumstantial bonuses; Lore: Economics skill once per month; grants 1 Economic Capacity.

- **Business University:** Resources: Economics skill once per month; grants 1 Economic Capacity.

**Roads:** Chance PUSH action has no penalty or loss to morale; grants 1 Economic Capacity.

**Tavern:** Grants 1 Economic Capacity.

**Trade Hall:** Grants Resource: (chosen trade) once a month.

**Storehouse:** Grants the settlement 1 Economic Capacity.

### POLITICAL BUILDINGS

**Assembly:** Reroll on morale checks; grants 1 Non-magical Project; grants 1 Political Capacity.

**Capital Building:** Grants 1 Political Capacity.

- **Administrative Buildings:** Grants 1 Political Capacity
  - **Governor’s Mansion:** Grants 1 Political Capacity.

**Common Space:** Grants 1 Political Capacity.

**Diplomat Hall:** Circumstantial bonuses; Lore: Politics skill once per month; grants 1 Political Capacity.

- **Social Club:** Resources: Political skill once per month; grants 1 Political Capacity.

**Embassy:** Required to train Ambassadors; grants 1 Political Capacity.

**Falconer’s Tower:** Grants the use of a single messenger hawk per month.

**Housing:** Grants 1 Political Capacity.

**Monuments:** Grants 1 Political Capacity.

- **Amphitheater:** Grants 1 Political Capacity.

**Secret Police:** Circumstance bonuses settlement mood; grants 1 Political Capacity.

- **Spy Network:** Spies permanently set on counter spying for the settlement; grants 1 Political Capacity.