

SETTLEMENT BUILDINGS

Below is a list of buildings available to improve the settlement. Each Building may be constructed once per settlement unless otherwise noted. Enemy attacks, fires, or natural disasters can damage buildings. A damaged building is inoperable and gives no benefit to the settlement until it is repaired; a list of materials and the time needed to repair a building will be noted. Finally, these building names are generic and may be renamed for to match a faction's culture/theme. If so, staff will rename the building in the faction reports while indicating the corresponding building.

MAGICAL BUILDINGS

BUILD ACADEMY: The settlement seeks to establish itself as a place of knowledge and power in the ways of magic. This building grants access to the Mages unit and has the potential to give circumstantial bonuses throughout the year. This building grants the faction access to this Lore: Arcane skill once per month to be used by email for events to gather additional knowledge or information (as long as paired with a Resource skill) or between events.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD ARCANE LABS:** Building on the Academy, a new section is constructed that serves the purpose of expanding research and project management. As such, this building grants the use of a Resources: Arcane once per month.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Academy

BUILD LIBRARY: When this building is constructed, choose three Lore skills. The faction will have access to these Lore once per month to be used by email for events to gather additional knowledge or information (as long as paired with a Resource skill) or between events. This building also gives the ability to research a Project of any type. In addition, this building also gives a slight bonus to the Academy, Temple, and Ritualist Circle, making them more effective in various ways.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD GRAND LIBRARY:** With this building, the settlement sets itself up as a place of knowledge. When choosing to construct this building, choose three Lore skills not chosen for the Library. These skills are used the same way as the Library. In addition, this building increases the bonus to the Academy and Temple.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD TEMPLE: Whether a shrine to a specific deity or simply a place for others to come worship as they choose, this building creates a spiritual center for the settlement. It grants access to the Clerics unit and has the potential to give circumstantial bonuses throughout the year. This building grants access to Lore: Divine skill once per month to be used by email for events to gather additional knowledge or information (as long as paired with a resource skill) or between events.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD MONASTERY:** By expanding a wing of the Temple for contemplation and study, it serves the purpose of expanding research and project management. As such, this building grants use of Resources: Divine once per month.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Temple

BUILD THAMATURGY HALL: The peak of any scholar of Arcane or Divine Magic study, to be considered a Thaumaturgist speaks of the awe of work one can do with mana. Here the “greats” come to teach and the “excellents” come to learn. Due to the knowledge contained at this building, there is potential to give significant circumstantial bonuses throughout the year. In addition, it allows for the use of Resources: Decipher Magic once per month. Finally, this building gives 1 additional Magical Project that can be worked on in the settlement.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Arcane Labs, Monastery, Ritualists Grove, Grand Library

BUILD RITUALIST CIRCLE: The settlement seeks to establish itself as a place of knowledge and power in the ways of magic. In that manner, the settlement constructs a building with the necessary knowledge and space to help ritualists practice their art. This building grants access to Lore: Ritual skill once per month to be used by email for events to gather additional knowledge or information (as long as paired with a resource skill) or between events.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD RITUALIST GROVE:** The Circle is expanded into a full Grove. This allows the ritualists to have their connection with nature and the mana stream directly. The new Grove serves the purpose of expanding research and project management. As such, this building grants the use of a Resources: Ritual skill once per month.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Ritualist Circle

MILITARY BUILDINGS

BUILD BARRACKS: The settlement has constructed a building to house and train military units. This building is required to train military units up to Veteran and Elite levels, to Reinforce units that are Veteran or Elite levels, and to add certain specialists to a unit. This building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD TRAINING FIELD:** The settlement clears a place for its units to train and compete against one another. This added area allows for larger mock battles, different use of tactics, and greater learning opportunities. Due to the increased knowledge, skills, and abilities learned, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Barracks

- **BUILD FOUNDRY:** Creating arms and armor in an efficient, standardized manner takes considerable knowledge. In the Foundry, that knowledge is put into practice to quickly create standard quality equipment. Choose Improved Weapons OR Improved Armor at the time of construction; the Martial Capacity Upkeep of the chosen perk is reduced to zero. The increased ease of armament grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Barracks

- **BUILD ARMORY:** Tending to the armor and weapon needs of the settlement and military units, this building gives people access to tools and materials to keep weapons and armor in good shape. This building also grants faction members a bonus to downtime mechanics for fixing or maintaining equipment. Due to the increased availability of services, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Foundry

BUILD HOSPITAL: Tending to the sick and wounded, the settlement will be able to respond much better to any diseases or sicknesses that could fall upon the populace. This building allows training of the Healers unit that can be added on to military units. For each unit stationed (resting or acting) in the settlement, that unit will heal 1 wounded person. This building grants a bonus to faction members in regards to downtime mechanics to heal wounds.

Growth Point: 1

XP: 5**Time:** Action + 3 Months

BUILD LICITOR COURTS: The Lictor Courts gives the population of the settlement some recompense for both criminal and civil offenses against them. In addition, they dispatch trained investigators to find the truth in situations as well as question any suspects. Finally, they create a sense of order in the settlement. Due to this increased security and order, this building grants 1 Martial Capacity.

Growth Point: 1**XP:** 5**Time:** Action + 3 Months

BUILD MILITARY COLLEGE: The settlement begins to take an interest in the profession of war. As such, some knowledgeable warriors come together to study it in a more formal setting. This building has the potential to give circumstantial bonuses throughout the year. This building grants the use of Lore: Martial once per month to be used by email for events to gather additional knowledge or information (as long as paired with a Resource skill) or between events. Due to the martial knowledge in the settlement, this building grants 1 Martial Capacity.

Growth Point: 1**XP:** 5**Time:** Action + 3 Months

- **BUILD OFFICERS ACADEMY:** Waging war professionally is difficult, but the settlement looks to excel at it. To do so, great warriors are brought in to help teach. Due to the martial knowledge in the settlement, this building grants 1 Martial Capacity. Additionally, this building grants the use of a Resources: Martial skill once per month.

Growth Point: 1**XP:** 5**Time:** Action + 3 Months**Requires:** Military College

BUILD SETTLEMENT DEFENSES: This building is actually a series of static defenses; spiked entry ways, enhanced towers, reinforced gates, burning pitch or oil, stockpiles of hurling rocks, and other means of defending the settlement during an attack. Any units that are defending the settlement or any civilians drafted to fight back against any raiders or invaders do an additional point of damage in combat. Note that “Siege” attacks are not directly on a settlement and therefore these defenses will not help the defenders. Due to the added security and control, this building grants 1 Martial Capacity

Growth Point: 1**XP:** 5**Time:** Action + 3 Months

BUILD TOWN GUARD: This building houses and trains the Town Guard, responsible for keeping the peace and maintaining many day-to-day activities of the town. It grants a bonus to any morale checks to see if the people riot. In addition, these guards are able to help rebuild various buildings, reducing the time needed for repairs to only 1 month. The presence of Town Guards

will also deter some forms of minor banditry and crime, influencing or negating random events related to them. Finally, they are trained to pull from the population and form into a cohesive unit, fighting for the settlement as a last line of defense. This will increase the settlement's defenders from 20 to 30 when resolving combat where the settlement is targeted directly by enemy units. Due to the additional security, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD URBAN COHORT:** The settlement has decided to place priority on their safety and security. The Town Guard, previously a cohesive but lightly trained unit, has been given additional training, arms, and uniforms to carry out their work, transforming into a true Urban Cohort. The bonus to morale checks for riot prevention is increased, and additional banditry and crime is deterred. Also, due to the increased training, the Urban Cohort is considered Soldier quality. Finally, due to these additional skilled warriors in the settlement, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Required: Foundry

BUILD WALLS: Improving the defenses of the settlement, this building increases the chances of successfully defending the settlement against attacks by making better walls, secure gates, or elevated defenses. Walls grant a +1 Defense bonus. Any units stationed in the settlement or civilians actively defending will be more effective in combat to defend the settlement. Note that “Siege” attacks are not directly on a settlement and therefore these defenses will not help the defenders. Due to the added security and control, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD IMPROVED WALLS:** Improved Walls grant another +1 Defense bonus that stacks with Walls Defense bonus to give a total +2. Due to the added security and control, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD GREATER WALLS:** Greater Walls grant another +1 Defense bonus that stacks with Walls Defense bonus to give a total +3. Due to the added security and control, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD WATCHTOWERS: Serving as a series of lookouts and elevated locations around and inside the settlement, watchtowers have posted guards that have a great chance of spotting incoming enemy troops or to see things happening in the nearby countryside. This knowledge

means there are opportunities that may arise that you will be forewarned or knowledgeable about. Due to the added knowledge and security, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD CHECKPOINTS AND WAYSTATIONS:** The settlement has decided to take an additional interest in who and what flows through their territory. In that regard, the settlement sets up checkpoints and waystations on the regular paths into and out of their territory. These are manned by a pair or four of guards, usually from the surrounding area, who keep logbooks of those coming and going. Due to this, the settlement has the chance of finding out additional knowledge of whom may have passed through the settlement, or information that may point to larger trends. Because these checkpoints and waystations deter minor banditry and provide small shelter, these buildings grant 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Required: Watchtowers

ECONOMIC BUILDINGS

BUILD BANK: The settlement has established a financial institution in order to more efficiently facilitate the flow of wealth into the coffers. This building allows faction members to “bank” their silver, depositing any they do not wish to carry with them during the event while registering, or withdrawing any they have previously banked in a similar fashion. Due to the more centralized financial systems, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD VAULT:** This building expands on the current bank, fortifying a room and making it secure and able to be organized to hold items. Adding this building to the settlements allows faction members to store items as well as coin in-between events. The settlement still has the ability to store items and using a vault by each member does not fill those storage spaces; this add-on building allows each member to organize the storage of items on their own.

Growth Point: 1

XP: 5

Time: Action + 1 Months

Requires: Bank

BUILD COURIER POST: Most settlements employ falconers for messages but they have their limitations. A courier post is simply a small building that allows couriers coming to, from, or through the settlement a place to organize their tasks and take additional jobs. This also ensures a premium price for the use of a courier, locking in the rate at 5 silver per use instead of it fluctuating (usually between 6-12 silver). Couriers can deliver items, silver, and larger messages without any size limitations... but they can run into complications more than hawks. Coordinating

the courier's in the area and line them up with work grants the settlement 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Month

BUILD EXPORT: There is some resource of significant value available for harvest: herbs for potions, grapes to make wine, spices, precious metals or furs. These are able to be gathered and sold for profit. This building represents the necessary structures, tools, and space to create and harvest the export. When creating this building, coordinate with a herald to determine what resource will be harvested. Due to the infrastructure established during the construction of this perk, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD FARMS: A series of small farms and fields of crops added to any settlement can make it much easier to harvest much needed food and raise animals. Due to increased food production, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD GARDENS & PENS:** Regular farms can keep citizens fed and supported fairly well, but expanding with additional Gardens and Pens for livestock will help supply food even in less prosperous months. The expanded production of food grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 2 Months

Requires: Farms

- **BUILD HOLDINGS:** As the settlement expands, only so much can be done with land near the settlement. Once those improvements are made, the only way to produce more food is by clearing more land for farming. Increasing the agricultural holdings around the settlement requires more work, but the increased food supply grants an additional 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 2 Months

Requires: Gardens and Pens

- **BUILD IMPROVED HOLDINGS:** Continuing to expand the farmable land around the settlement will produce even more food, but also take increased labor. The increased food supply grants an additional 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 2 Months

Requires: Holdings

- **BUILD GREATER HOLDINGS:** Continuing to expand the farmable land around the settlement will produce more food, but also take increased labor. The increased food supply grants an additional 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 2 Months

Requires: Improved Holdings

BUILD LABOR GUILD: This building recruits more of the population into the laborer field, increasing the number of skilled workers. Due to the increased trained labor force, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD LUMBER MILL: Designed to harvest lumber more efficiently, this helps with construction, reducing the construction time for settlement buildings by 1 month. In addition, the increased lumber availability grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD MARKETPLACE: A gathering spot for merchants and customers alike, the Trading Post is often considered the hub of any market setting. The Trading Post also can help influence the faction's ability to find supplies and items on the open market, making finding items or finding them at a fair price easier. This building is required to train an economical unit up to Caravan training. Due to its benefits, it grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD MERCHANT COLLEGE: Economies are complex, and it takes years of knowledge and experience to be able to predict how they function. Some esteemed business people congregate to advise the settlement on these matters. This building has the potential to give circumstantial bonuses throughout the year. In addition, it grants access to the Lore: Economics skill once per month to be used by email for events to gather additional knowledge or information (as long as paired with a Resource skill) or between events. Due to the congregation of knowledgeable people, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD BUSINESS UNIVERSITY:** Economies are complex, and making money consistently in them requires years of training, experience, and establishing networks of connections. The most magnanimous merchants are willing to help the settlement navigate those networks, granting 1 Economic Capacity. Additionally, this building grants the use of a Resources: Economics skill once per month.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Merchant College

BUILD ROADS: By removing bad terrain and smoothing out roads and maintaining them around the settlement, transportation by foot and by cart is much easier. Any units that leave the settlement on orders to move and act once they arrive (PUSH action) have a small chance to perform those actions with no penalty or loss to morale. Due to the new ease of trade, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD TAVERN: Not just a regular tavern or inn, this building is a dedicated establishment with rooms for rent, a feasting hall, meeting rooms, and space to host travelers. The ability to serve hot meals, cold brews, and quality rooms draws locals to the settlement and allows people to visit in good comfort. Due to increased travelers, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD TRADE HALL: This building represents a guildhall for specialists to ply their specific trades for the settlement. As a group, they are generally able to meet the needs of the community in a variety of different trades. This increased specialization brings additional resources and contacts, granting the ability to use Resource: (chosen trade) once a month. This building may be built more than one time, but a different trade must be chosen each time.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD STOREHOUSE: This building allows the settlement to store extra goods around the settlement. Whether it be salt dried or smoked meat, packaged supplies, pickled and canned goods, or just utilizing food that expires first and saving stable foods for later, the proper utilization and organization of food and supplies grants the settlement 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

POLITICAL BUILDINGS

BUILD ASSEMBLY: The Assembly allows the people to meet and discuss matters that influence their lives. Whether this be current trading markets, natural disasters, or discussion about policies and law, the Assembly gives the people a place to be heard. This building grants a reroll on any morale checks in the settlement that would cause morale to drop and a boost to any efforts made to increase the morale of the populace (gifts, ceremonies, celebrations, etc.). In addition, the settlement can undertake 1 Non-magical Project. Finally, it grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD CAPITAL BUILDING: Every settlement needs a place where the leaders can work on the policies and initiatives of running the settlement. It also is helpful when visiting dignitaries come to discuss matters of settlements. This building represents that central hub. It grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD ADMINISTRATIVE BUILDING:** As a settlement grows and becomes more complex, additional work is needed to manage it. More work means more workers, and they must be housed somewhere. This building centralizes that work into one area. The increased efficiency from a professional staff in a centralized area grants 1 Political Capacity

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Capital Building

- **BUILD GOVERNOR'S MANSION:** A thoroughly civilized settlement requires a thoroughly civilized ruler's estate. The Governor's Mansion represents the sophisticated building used to house the leader of the settlement, and used to host other leaders as they stay. This building of grace and elegant décor grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Administrative Building

BUILD COMMON SPACE: A place in the settlement the citizens can congregate to do business, meet, talk, or just relax. There are often merchants hawking wares, politicos hawking ideas, and old men hawking nostalgia. This place of commonality for all people creates a sense of community that helps sustain the settlement. This shared sense of identity grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD DIPLOMAT HALL: Diplomacy is an art, not a science. It requires a silver tongue, a keen eye, and strong social skills. This requires not only training in local customs but also meeting and making deals. This building represents a meeting place for the settlement's movers and shakers to meet and answer questions. It has the potential to give circumstantial bonuses throughout the year. In addition, it grants access to the Lore: Politics skill once per month to be used by email for events to gather additional knowledge or information (as long as paired with a Resource skill) or between events. This new focus grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD SOCIAL CLUB:** Exclusive for only the most influential, this is their own private club to make connections, wine, dine, and make deals. The quintessential backroom to make those deals, this allows the faction to tap into that network by wooing the people that matter. As such, this building grants the use of a Resources: Political skill once per month. Finally, this building grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Diplomatic College

BUILD EMBASSY: This building, constructed specifically for the purpose of housing visitors and diplomats from other settlements and also to train those who deal in the arts of politics and diplomacy, will improve the faction's standing with any political representatives staying within its walls. This building is required to train a political unit up to Ambassador training. Finally, it grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD FALCONER'S TOWER: One of the most valuable resources for a faction is its ability to quickly and effectively communicate with others. This building grants the use of a single messenger hawk per month, to be used at the faction leader's discretion. Factions may communicate freely and immediately with other players or player factions without this building but need means of communication like a messenger hawk to contact NPC groups within the game. Because the hawks must be able to fly long distances and quickly, messages must be limited in size/weight so that it does not interfere with the bird's flight. This means that a hawk cannot carry extra messages/documents, silver, or items and the message sent must be limited to 350 words or less. While there may be more than one hawk in the tower, they take a long time to recover from long flights and even longer to train, resulting in the limited usage of the birds.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD HOUSING: A series of dwellings and buildings for minor storage, these are dedicated to living quarters for people assigned to jobs other than tending the fields and working the buildings in the settlement. Whether it be the living quarters of soldiers on the march, traders who come and go in the settlement, or politicians that are constantly working different campaigns, these houses allow the expansion of the settlement with additional workers. This building grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD MONUMENTS: The people of the settlement take great pride in coming together for their common cause. This pride is manifested in the Monuments around the settlement. Comprised of statutes, art, fountains, and architecture, these Monuments remind the people of their cause and awe guests. This inspiration grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD AMPHITHEATER:** A stage, a debate hall, a sports facility; the Amphitheater is all this and more. A place to bring the people of the settlement together and entertain them, it lightens the people's mood and makes them more amicable to the leadership. This amicability grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Monuments; Common Space

BUILD SECRET POLICE: Maintaining the order in the settlement can be difficult. Sometimes an extra set of eyes and ears is needed to find out what is truly going on, what people are actually saying, and who is doing what. These *concerned citizens* give settlement leaders circumstance bonuses to know any rumblings or moods in their settlement. This added knowledge and influence grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Assembly, Embassy

- **BUILD SPY NETWORK:** Forewarned is forearmed. This expands the information networks of the settlement from merely informants to active agents. This building acts as a unit of spies permanently set on counter spying for the settlement. This additional reach of knowledge and actions grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Secret Police

CUSTOM BUILDINGS

BUILD CUSTOM BUILDING: Some buildings may not fall under any of the descriptions listed above. This does not mean they are not able to construct them, it simply means they are uncommon enough that they did not warrant their own entry in this section. For example:

- Ferry
- Tolls
- Special Gardens/Greenhouses
- Seaports
- Outposts

These would all fall under the heading of a Custom Building, along with many others not listed here. Contact the Faction Herald with ideas for a building and to discuss mechanics on a case-by-case basis.

Growth Points: Variable

XP: 5

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.

- **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.