

Academy (1/district, inc. upgrades) 21 BP, 2 Lots
Research +1, Lore +4
Upgrade for the Library

Alchemy Laboratory 23 BP, 1 Lot
Economy +1, Loyalty +1, Lore +1
Requires as many Herbalists in the district.
Can provide Poison or other Alchemist items. 1/turn.

Black Market (1/District) 20 BP, 2 Lots
Economy +2, Loyalty +1, Stability +1
Productivity -2, Freedom +2
Upgrade for the Bazaar, requires two housing.
You can buy any item another nation you have a trade agreement with for 3 times the normal price. Each Black Market allows 1 item for 1 squad.

Brothel (1/District) 18 BP, 1 Lot
Economy +X, Stability +1, Freedom +1, Corruption +1
Must be adjacent to Housing
Economy bonus equal to the square root of the number of squads stationed in the settlement +1.

City Wall (4/District) 5 BP, 0 Lot (cost 1 Lot)
Defense + 1
Special: City Wall bonuses to Defense do not stack with other districts. Take the value you want among available values. For all districts with a lower value, on a successful defense, 1d3 buildings are lost in each of those districts. **1 lot each.**

Forum (1/District) 20 BP, 2 Lots
Loyalty +2, Lore +1, Productivity -1
Freedom +1, Society +1
Upgrade for the Bazaar, requires two housing.
When a Diplomacy Edict fails, if the same edict is attempted on the next turn, it gains a cumulative +1 Bonus.

Garrison 25 BP, 2 Lots
Loyalty +1, Stability +1, Defense +2, Troops +5
Upgrade for the Barracks. Can train 2 squads

Graveyard (1/District) 25 BP, 2 Lots
Loyalty +1, Order +1, Society +1
Armies who suffer casualties makes the nation lose 1 less Loyalty than it normally would (minimum 0).

Hospital 20 BP, 2 Lots
Loyalty +1, Stability +1, Society +2
Must be adjacent to two Housing
All checks made as part of a Plague Event have a +1 bonus

Inn 23 BP, 1 Lot
Loyalty +2, Lore +1, Productivity -1
Upgrade for the tavern, must be adjacent to Housing.
Special: Can benefit from up to 3 Breweries.
You can recruit heroes from other non-enemy nations.

Jail (1/District) 25 BP, 2 Lots
Loyalty +1, Stability +1, Order +1, Corruption +1
Can hold heroes (1) for ransom, information or conversion.
Unlocks options during some events.

Magical Academy (1/District, inc. upg) 25 BP, 2 Lots
Economy +1, Research +2, Lore +2
Upgrade for the Library

Mansion 18 BP, 1 Lot
Economy +1, Loyalty +1, +1 to any alignment stat.
Special: Counts as Housing.

Market (1/District) 25 BP, 2 Lot
Economy +3, Loyalty +1, Stability +2, Productivity -1
Upgrade for the Bazaar, requires two housing.

Monastery (1/district) 23 BP, 2 Lot
Stability +2, Productivity +2, Lore +1, Order +2
Requires 2 housing.

Paved Streets (1/District) 25 BP, 0 Lot (cost 4 Lots)
Economy +1, Productivity +2

Shop 10 BP, 1 Lot
Economy +1, Stability +1
Requires 1 Housing.

Smithy 25 BP, 1 Lot
Economy +2, Stability +1, Productivity +1
Must be linked to 1 mine (1 link / mine)
Can provide 1 armor or weapon to a squad per month.
Gives access to iron. Can work any metal.

Stockyard	20 BP, 4 Lots
Economy +1, Stability -1, Productivity +1 Consumption Reduction + (Lower between (1+(2*[District in settlement])) and nb. of farms in the settlement's and adjacent Hexes.	

Temple (1/district, inc. upgrades)	25 BP, 2 Lots
Stability +1, Maintenance +2, Lore +2 Upgrade for the Shrine	

Theatre (1/District)	25 BP, 2 Lots
Economy +2, Loyalty +1, Stability +2	

Town Hall (1/district)	25 BP, 2 Lots
Economy +1, Loyalty +1, Stability +1 Lore +1, Productivity +1	

Trade Shop	25 BP, 1 Lot
Economy +1, Stability +1, Productivity +2 <i>Can build 1 Siege Engine every 2 months.</i> Upgrade for the Workshop. Requires 1 Housing. Must be linked to one Sawmill or Quarry.	

Unethical Laboratory (1/district)	20 BP, 2 Lots
Stability -1, Economy +1, Corruption +1 <i>Take a permanent -X penalty to Stability, this building gains +1 permanent bonus to research. The cost is equal to the TWICE the bonus it reaches. (2 / 4 /6)</i>	

Watchtower	15 BP, 1 Lot
Stability +1 <i>+2 on Initiative checks within 7 hexes. Don't stack.</i>	