

Enchantment Vault (1/Settlement) 100 BP, 4 Lots

Economy -6, Stability -3

Choose 1 Combat spell you know of level 2 or lower that targets an army. If that spell is beneficial, it is automatically cast once per turn on one of your armies when defending the city. If detrimental, it affect an enemy army. Both are chosen at random. Settlement Enchantments cost half to maintain on this settlement.

Metalurgist's Workshop 100 BP, 4 Lots

Economy +6, Stability +3, Productivity +4

Requires Smithy, requires Foundry, needs to be adjacent to a water border. Must be linked to a mine.

If linked to a Mithral mine, the city's smithy can now provide any number of weapons and armors of mithral. Otherwise, allows the production of Adamantine and Mithral from "points" of each.

Palace (1/Nation) 100 BP, 4 Lots

Economy +6, Loyalty +6, Stability +6

Productivity +4, Lore +4, (+1 to any alignment stat)*4

You can issue one additional Trade or Diplomatic edict per turn.

*Also, choose 1 Trade Edict type. You can have 1 more Trade Edict of that type active at once. That extra edict may target a Nation with which you already have an Edict of a **different** type.*

Transmuter's Workshop (1/settlement) 100 BP, 4 Lots

Economy -6, Stability -3, Productivity +4

The settlement MUST have a Cathedral and University

The settlement produces 20 points of Mithral or Adamantine. With a Metalurgist's Workshop, each point can make weapons or armors for 1 squad.