

# Settlement Projects

Food & Water Projects	Requirements	Costs	Benefit
Build an Animal Pen	Animal handling	1 unit of materials, 10 domesticated animals	+Food & Water
Dig a Well	—	1 unit of materials	+Food & Water
Plant a Garden	Agriculture or gardening	Seeds	+Food & Water
<b>Materials Projects</b>			
Build a Foundry	Blacksmithing, kiln project complete	1 unit of security, 50 lbs. of metal	Can buy metal items
Build a Kiln	Pottery	1 unit of food & water	+Materials
Build a Tannery	Leatherworking	1 unit of food & water	+Materials
Quarry Stone	Stonemasonry	1 unit of food & water	+Materials
Transplant a Grove	—	1 unit of food & water, trees	+Materials
<b>Security Projects</b>			
Build a Palisade	Carpentry or Fighter	1 unit of materials	+Security
Construct Armor	Armorer	1 unit of materials	+Security
Construct Weapons	Weaponsmithing	1 unit of materials	+Security
Dig a Protective Ditch	—	1 unit of food & water	+Security
Train a Militia	Fighter	1 unit of food & water	+Security
<b>Special Projects</b>			
Build an Arena	Gladiator	1 unit of food & water, 1 unit of materials	New downtime: Fight in Arena
Build a Kitchen	Cooking	1 unit of food & water, 1 unit of materials	Double starting food & water each expedition
Build an Outpost	—	1 unit of food & water, 1 unit of materials, 1 unit of security	Create extra starting/ending location
Build a Shrine	Elemental cleric	1 unit of materials	Enable clerical item creation
Build a Spell Library	Wizard, Medium+ in all resources	1 unit of materials, 1,000 cp	Enable spell research & magic item creation
Build a Tavern	Brewing or cooking	1 unit of food & water, 1 unit of materials, 1 unit of security	New downtime: Gather Rumors
Build a Trading Post	Trader	1 unit of materials, 1 unit of security	Chance for traders to visit
Raid for Supplies	Train a Militia project complete	50% chance of 1 unit of security	Random food, materials, or treasures