



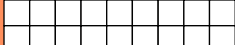
Clean The Fort
(approach road)



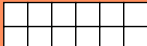
Repair Main Gate
Requires: **Stone**. Craft (e) or carpenter
and stonemason.



Repair Outer Wall
Requires: **Stone**. Craft (e) or stonemason.




Scaffolding for Battlements
Requires: Craft (e) or carpenter.



Plant Whispering Lilies
Deception or Nature

Talk to the Locals
Make an Impression
(Diplomacy or Feat)

Clean The Fort
(courtyard)




Collapse Watchtower
Requires: Craft (e) or stonemason.
Gives Stone



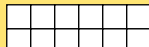
Repair Well
Requires: **Stone**. Craft (t) or Stonemason.




Clean The Fort
(Barracks)



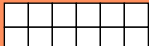
Repair Barracks
Requires: **Stone**. Craft (t) or Stonemason.




Clean The Fort
(Great Hall)



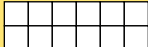
Rebuild Stairs to Roof
Requires: Craft (e) or carpenter.




Clean The Fort
(Roof)




Rebuild Roof
Requires: Craft (t) or Carpenter.




Excavate Stairs
Below Hall



Clean The Fort
(Dungeon)



Decipher Writings
Requires: religion (t) or Sage.



Consecrate Shrine
Requires: 40 gold. religion (t) or Sage.

