

Raw materials buildings

The following provides an overview of the buildings that produce base products. These raw materials are required for further processing into valuable objects.

Well

The thirst of your army must be slaked. The water from the well is thus distilled into beer, wine and hard alcohol. But water itself is also required to process many other products.

Costs: 350 Gold, 450 Wood, 125 Stone

Maximum number of buildings: 5

small: Water

middle: Water

large: Water

Farm

Farms provide the basic supplies for your units. These include wheat, herbs, grapes and turnips, used for the production of beer, wine, hard alcohol and healing elixirs.

Costs: 1.800 Gold, 1.200 Wood, 1.750 Stone, 2.000 Water, 1 Steel, 1 Copper, 1 Bronze

Maximum number of buildings: 3

small: Wheat, Herb

middle: Wheat, Herb, Grapes

large: Wheat, Herb, Grapes, Turnips

Fisherman's shack

An army travels on its stomach. The fisher huts deliver fish and crabs to the butcher, who can then process them into dried fish and crab cakes.

Costs: 450 Gold, 450 Wood, 120 Stone

Maximum number of buildings: 5

small: Fish

middle: Fish, Crabs

large: Fish, Crabs

Woodcutter's hut

The wood that your minions cut down is an important base material for the expansion of your empire. It is needed for a variety of advanced processing procedures.

Costs: 450 Gold, 950 Wood, 250 Stone, 1 Steel

Maximum number of buildings: 5

small: Wood

middle: Wood

large: Wood

Mine

Your miners work the mines to extract valuable ore that is the basis for the production of copper, bronze, steel and cobalt in the forges.

Costs: 450 Gold, 225 Wood, 750 Stone, 1.200 Water, 1 Steel, 1 Copper, 1 Bronze

Maximum number of buildings: 5

small: Ore
middle: Ore
large: Ore

Quarry

The stone taken from the quarry is primarily delivered to the stonemason, who creates statues, jugs and stone plaques from it. It is also used to produce a few weapons made of stone.

Costs: 450 Gold, 2.000 Wood, 1 Steel

Maximum number of buildings: 5

small: Stone
middle: Stone
large: Stone

Stock breeding

This is where steers and goats are bred to provide the butcher with meat to produce legs of beef and stews for your army. The morale of your army can be boosted by giving them better things to eat.

Costs: 2.200 Gold, 1.300 Wood, 1.650 Stone, 2.200 Water, 3 Steel, 1 Copper

Maximum number of buildings: 3

small: Steer, Goat
middle: Steer, Goat
large: Steer, Goat