By FeistySpeaker

You and a few close personal friends were exiled. Not sure why. Maybe you were just too snazzy a dresser. In any case, now you have found this wonderful location. Can you make this place into a thriving metropolis? You have only a few scant tools, a couple days worth of food, and the clothes on your back….

This isn't your typical survival city-builder game. There are no monsters to beat and no armies coming to conquer you. Nor are there worlds for you to conquer. As long as you have people in your village, and possibly even beyond then, you're immortal and unaging. In fact, this makes a damned good vacation jump for just that reason.

You do have to contend with the weather and fires, disease and blight. Because what's a good city builder without natural disasters and the occasional bout of scarlet fever or dysentery?

Because 10 years isn't enough time to *really* get things going, you get to stay here for 50. There are also options to stay here longer in the Drawbacks section. Don't worry, you won't age past your prime while you're here, and there's a perk for it if you want to take that ability with you.

Take 1000CP and have a relaxing time!

Map Setup

You may choose the following. While most with a CP notation cost CP, any with a plus sign grant CP.

Map Size

- Small - 128x128
- Medium - 256x256
- Large - 512x512
- Extra Large - 1024x1024 (50CP)
- 2XL - 2048x2048 (50CP)
- Insanity - 4096x4096 (100CP)

Terrain

- Valleys - Large expanses of the map are suitable for buildings and farms
- Mountains - More locations for mining, less for farming
- Flatlands - A largely flat area with a mountainous border, a river, and 1-3 lakes (50CP)
- Badlands - A largely flat area with a mountainous border and a river (50CP)

Climate

- Mild - Cool winters, Mild summers
- Fair - Cold winters, Warm summers
- Harsh - Freezing winters, Hot summers (+50CP)
- Perfect - Seldom gets below 50F or exceeds 95F. (50CP)

Disasters

- On - Tornados, lightning storms, fires, and other natural disasters may hit
- Off - No natural disasters and houses and businesses are mysteriously fireproof (50CP)

Origin

You are a Drop In. Because that's all the available game has. The default species is human, but feel free to use an alt form as you like. The villagers won't care. In fact, in the game, they never see you - you have no avatar. However, as that seems like a great way to go insane, you can choose whether to actually be down in the thick of things with them.

If you have properties that follow you from world to world, you may import one to serve as your home and a second one to serve as a City Hall. No resources will be required to build these two structures.

Difficulty

Easy (200CP)

"You begin with six families. A large amount of clothing, food, firewood, building materials, and tools are provided. Houses and storage areas have already been built. Seeds for fields and orchards are available as well as a herd of livestock."

In practical terms, you get 2 types of field seeds - such as wheat or beans - and one type of orchard seed - such as plum, cherry, or pear. You also get 8 animals of any one type: cattle, chickens, sheep.

Medium (0CP)

"A moderate game begins with five families, food, firewood, tools, and construction materials. A storage barn has been built. Some seeds for fields and orchards are available."

In practical terms, you get 2 field seeds, 1 orchard seed. You have no prebuilt housing, but you have a barn.

Hard (+200CP)

"A hard game begins with four families. A small amount of clothing, food, firewood, and tools are provided, however, no seeds for farming or orchards are available."

In practical terms, this is the cleanest start from a city planning perspective. You get to choose where to place buildings without having to worry about where the system placed them. Unfortunately, you're fishing and doing the hunter/gatherer thing until you can get a trading post up and running to buy seed and livestock from your trading partners.

Perks

The *use* of all 100CP perks is free while in jump. To keep them afterward, you have to pay for them.

FREE TO ALL – City Map

You can easily see the world around you. As long as you're in a city where you have control of at least one major corporation or political power, you can pull up a city map that shows you the exterior of the buildings and gives a general idea of what it's used for. (Blacksmith, tailor, house, etc.) If you're actually running around as a person, your location is marked on the map.

In jumps after this, you can put up to ten map markers for locations that have interest to you. For instance, a best friends' house or a villain's lair.

FREE TO ALL – HUD

You have a heads up display. Well, the thing is pretty basic. A city map. A menu with all your buildings that you can build. A list of resources - including residents and their jobs. The fun thing about this HUD is that it will integrate with any HUD you have and may have in the future. To help with clutter, you can turn aspects of it on and off, even select premade profiles for those HUDs you may have picked up in other locations.

For instance, you can change to display the layout and components of the HUD you might have picked up in SAO, Mass Effect, or Minecraft.

FREE TO ALL – Skin

You may reskin buildings to appear in whatever architectural style you wish - Japanese, Ancient Egyptian, etc. The locals will say nothing about it. You can also change the ethnic appearance of your city residents - just in case you get sick of everyone looking like they stepped out of a 1950s catalog ideal of medieval peasantry.

If you've chosen an alt form to wear, you can change them to match your species, too. This is a purely cosmetic change. No powers are gained.

Assorted Immunities (100)

You are immune to: Boredom, Radiation, Disease, Fungus, Parasites, Possession, Biological Assimilation, Nanites, Mind Control, Mind Reading, Temperature Extremes, Poisons, Drugs, Vacuum, Drowning, Zombification, Vampirism, Lycanthropy, Instant Death spells, and long term Curses.

Each of these immunities can be toggled on or off as desired - if you want to get drunk or turn into a vampire for instance.

If You already have a perk named Assorted Immunities that is missing one or more of the listed immunities, you may take this perk for free. Does not block Alt-Forms or Origins taken from Jump Documents. Adds immunities from future jump docs automatically and without additional expense.

City Planner (100)

With this perk, you can designate locations to build and the locals will scramble to carry out your orders. Put a blacksmith here, a road there. Maybe a park or city hall over in that location. It may take time to build up the resources to do it, but it will be done. Additionally, you can designate buildings to be destroyed, rebuilt (if damaged), or torn down.

Nomads (100)

Building a city from scratch is a long process if you have to wait for the dozen or so people you have to breed. Instead, you can choose to allow immigration once you have a city hall. The nomads will be between 5 and 15% of your current population in number. Be aware they might bring diseases, will have a varied education level, some may be children, and they will need to eat. So, up your food supply quickly, make sure you have enough school slots, and maybe build some houses…. It's just embarrassing to have that big of a homeless population.

Nomads arrive, at random, every 2-4 game years after building a City Hall and Trading Post. Can be toggled off.

Authority (100)

You are the ultimate authority in town. It doesn't matter what you want to call yourself - mayor, lord, or even Emperor of Mankind - the buck stops here. Anyone that lives in your town will recognize your authority and they will not leave or rebel against it, even if you nearly get them killed. They might complain, though. Post jump, this will apply to followers of any type - minions, Companions, and even people that subscribe to your videos on the local YouTube equivalent.

Trading Partners (100)

You have one or more trading partners. You have no idea the names of the cities or corporations you're trading with, and you never will know. However, you can set up a trading post and have one show up to negotiate the trade of goods and services that might be available. You will have at least one trading partner, guaranteed, per trading post.

Problems (100)

You may have 99 problems, but how can you do anything if you don't know they exist? You get alerts when problems happen, such as disease and blight. You also get alerts of certain pending problems, such as being low on storage space or food. Can route to phone or HUD.

Bulldozer (100)

You now have the ability to flatten land to allow you to build on it. You can consider this a bonus cheat because, for some reason, the developer apparently forgot that people have been doing this for literally *thousands of years.* It's not exactly a big revelation for the average low tech peasant.

Universal Remote - Nerfed Edition (100)

Well, you can't rewind time. The power button doesn't work. Nor does the instant replay button. (Has that ever worked?) But, you can fast forward. You can speed time up to double, quadruple, and ten times the normal speed. People will sound like chipmunks. There are trails left behind them as they run by walking at a normal pace. But, time is still sped up….

Just kidding. Instead, time passes at the rate of 1 game month per week - meaning fifty years condenses into a little over 11.6 years of your life.

Time will also automatically slow back down for "alert events" such as fires, tornados, disease outbreaks, and infested farms, orchards, or pastures. Enjoy!

A note on time: YOU are unaging here. The villagers are not. Their lifespan is such that, in human terms, they age 5 years for every 1 game year. So, speeding up time is probably not a good idea if you want to enjoy time with a particular villager. Fortunately, you can toggle this on and off at will.

Expanded Storage (200)

Your storage buildings and facilities (stockpile, storage barn, marketplace, trading post, and - yes - your Warehouse) now have double the storage capacity they have in the vanilla game.

Expanded Range (200)

Your Hunter, Gatherer, Forester, Herbalist, and Marketplace now have double their previous range. For hunter, gatherer, forester, and herbalist, this increases the area in which they forage, hunt, or plant/harvest trees. For the Marketplace, this increases the range of their grocery and supply deliveries.

Infinite Resources (200)

Your mines, quarries, and other resource nodes become renewable - infinitely spawning and respawning as long as the mine, quarry, or node exists.

Better Management (200)

Where most people have to employ multiple people to get the job done, your employees find their skills and ability increased to the point where one of your workers can produce the same output as up to four regular workers. In practical terms, you only need one worker to manage any field or pasture, regardless of size.

Unaging (400)

Being able to continue on without having to worry about creaking knees or a bad back is a wonderful thing. While this provides the guarantee that you will never age past your prime (barring a drawback or if you actually *want* to toggle this off), this perk does not convey an immunity to damage or disease. Though, what are you doing if you *haven't* picked up a disease immunity yet?

Varied Resources (400)

Your mines and quarries produce the resource of your choice - Iron, Coal, or Stone. In future jumps, you can set any mines, quarries, or nodes that you own to produce any mined resource that you have access to a sample of. Yes, that does mean that you could introduce Mithril to Mass Effect or Vibranium to RWBY.

Religious Rights (600)

The chapels of this world are set up with you as the deity. This allows you to stockpile Faith, which can be used to fulfill prayers or converted to power more conventional spells. With sufficient followers, you may even be able to ascend to godhood.

Reset (1000)

Once per jump, you can reset the world you're on to how it was when you first arrived. This resets the jump timer and loses almost all progress you have made. Additionally, at any time, you may reset your Warehouse attachments to what they were when you received them (plus any CP purchased upgrades you've added since). Yes, you can use this to complete mutually exclusive achievements, as those don't reset.

When you leave here, you can reset the city that you've created to its bare bones and start over. At will. Of course, then you have to build it up again…..

If taken with Universal Remote - Nerfed Edition, you gain access to the rewind button for a grand total of 96 hours in each jump or 96 hours every 10 years in jumps that exceed that timeframe.

Items

Note
You only need to purchase each seed or seedling type once. The system assumes that you have stored seed once you've bought it the first time and you may plant it on as many farm or orchard plots as you wish.
Herd animals require actual extant stock to start a new herd in a pasture.
Seeds, Saplings, and Herd items are in addition to any provided by your difficulty level.

Extra Families (50)

Gets you four extra families to start your city with, each consisting of two parents and two children.

Herd (50)

A starting herd of 8 livestock animals. These may be cattle, sheep, or chickens - randomly rolled. May purchase up to three times, receiving each type only once. (e.g. If you roll cattle first, your next roll is between sheep or chickens. Roll three times and just assume you have one of each.) Do remember to build and fence in some pastures before they die, hmm?

Seedlings (50)

Receive 1 type of seedling for your orchards that the system hasn't given you. Options are randomly rolled, with no duplicates: Apple, Cherry, Chestnut, Peach, Pear, Pecan, Plum, Walnut.

Seeds (50)

Receive 1 type of seed for a farm that the system hasn't given you. Options are randomly rolled, with no duplicates: Cabbage, Corn, Potato, Pumpkin, Squash, Wheat.

Blueprint Pack (50)

In the game, you're not required to know how to build these buildings. You point and the villagers jump to do your bidding. Well, some people prefer to know how it's done on a much deeper level. Perhaps to modify them for their own ends or just to have some art to frame for their office. These architect-quality blueprints are fully reproducible, printed on gorgeous sheets of thick paper, and ready for framing.

Greenhouses (100)

Adds Greenhouses to the game. Each is 10x10 and acts as a 10x10 plot of farmland. However, they are not inhibited by temperature, producing food year round.

Steel Tools (100)

A startup stock of 200 Steel Tools. These last twice the time of Iron Tools.

Decorative Items Pack (100)

Provides plans for fences, decorative trees, flowers, bonfires, fountains, statues, and grass that can't be seeded by nearby trees.

Seed Pack (200)

Start the game with all farm seeds available.

Seedling Pack (300)

Start the game with all orchard seedlings available.

Stockpiles (300)

Start the game with 5 prebuilt stockpiles. These 10x10 stockpiles are filled to the brim with Coal, Firewood, Iron, Logs, and Stone. You may choose the placement or leave it to chance.

Storage Barns (300)

Start with five Storage Barns. Four are filled to the brim with a random array of food. The fifth contains Iron Tools, Hide Coats, and a small amount of ale.

Major Mods (400)

You may bring in a major mod that changes the game significantly, such as Colonial Charter or Mega Mod. No. I'm not writing all that out. There are multiple wikis for them and my hands already hurt from doing the vanilla game stuff. Go look it up.

Monetary System (400)

The game Banished operates on a barter system. Well, some people don't find that particularly fun. This updates the game to allow you to use an actual coin-based monetary system of your design. It also adds banks to the list of buildings you can build. (Bank: 6x6, Costs: 30 Logs, 100 Stone)

And you get jails, since you know that the first thing that happens when there are coin purses is that someone will decide to become a cutpurse. (Jail: 10x10, Costs: 50 Logs, 150 Stone)

City Hall gains the ability to employ 3 Judges. Members of the City Watch can be hired by placing Barracks (6x6, 2 stories, Employs 10, Costs: 30 Logs, 75 Stone) and additional Judges can be hired by placing a Courthouse (7x7, 3 stories, Employs 6, Costs: 50 Logs, 125 Stone).

The presence of Judges and City Watch members adds to city happiness.

Post Jump, you will own a bank with branches in multiple towns and cities when in any jump that has a monetary system that is *not* barter.

Magic System (400)

Adds Libraries, Bookbinders, and Towers to your game, plus items and spells to go with them. Libraries allow for spell research and also contribute to the education of your population, allowing students to graduate in three quarters of the time. Towers allow you to cast the available spells in their radius, once per day. Spells must be researched before use.

Library: 7x7, Employs 2 Librarians. Requires Books. Costs: 20 Logs, 100 Stone, Area of Effect: 60 Radius
Tower: 5x5, Employs 2 Researchers. Requires Books. Costs: 60 Logs, 400 Stone, Area of Effect: 100 Radius
Bookbinder: 4x4, Employs 2, Costs: 50 Logs. 1 Bookbinder produces 4 books per log and bottle of ink. OR produces 2 bottles of ink per Berries. Education doubles this.

Spells
- Crop Growth - Doubles growth rate of all farms for one season
- Livestock Fertility - Doubles fertility of one breed of livestock for one season
- Rain - Entices rain to put out fires and water plants
- Banish Tornado - Stops a single tornado in its tracks, dispersing it
- Study Hard - Lasts one season, grants increased learning speed. With libraries, results in students graduating in half the time. Without, they graduate in three quarters of the time.
- Production Boost - Doubles the goods produced from the same amount of resources. Lasts one season.

- Cure Disease - Cures 1 disease affecting your population or removes infestation from one field, pasture, or orchard.

Drawbacks

If it's not clear, the items in this section give you extra CP. Take as many as you like.

Lengthen Time (1CP per Year)

Yes, you can lengthen time as long as you want and you get 1CP for every year. Why so low? Because this is a seriously low danger jump. So, you're not going to get a premium for it.

Shortchanging (0 CP)

What? You don't want to spend such a long time here? Well, I guess you can just spend 10 years.

No Nomads (100)

No nomads will immigrate to your town. I'm afraid you'll have to build your population the old fashioned way.

No Trade (400)

You will have no traders visiting your town. What you have at the start is what you get when it comes to seeds, saplings, and livestock.

No Mines (400)

You cannot mine for Iron or Coal, but must get them from trading posts or by gathering on the surface.

No Quarries (400)

You cannot mine for Stone. You must get it from the surface or via trade.

ATTACK! (600)

Requires: Monetary System
What, "nice and easy" was too boring? Once every 2 years, your town will be attacked by thugs, brigands, or even soldiers. They are twice in number as you have members of the City Watch. Additionally, they find even normally fireproof homes easy to set alight. Rally your troops and get rid of them before they burn the town to the ground and make off with your ale!

Advisors' Council (600)

Seriously, I don't know what you pay these guys for. These six take a total of 10% of your GDP as payment, then loaf around all day until there's a decision to be made. Then, while you try and puzzle things out, they stand around and give you the most sanctimonious, annoying, contradictory advice that it's possible to give.

As their advice is heavily weighted toward whatever position they have (Agriculture, Education, etc), it can be worse than useless at times. To add insult to injury, their voices can make it through ear plugs, sound dampening spells, and the vacuum of space!

Jump Reward

Unlike most regular jumps, you get a reward for clearing this one. In essence, you get to keep the city you just made, anonymous trade routes and all.

At the start of each new jump, you also get bonuses based on the items purchased here. Seeds and Seedlings will provide you with one that you don't currently have (one for each time you took it) but can add to your fields and orchards. Herd will provide 8 of a random herd animal from the world that you don't have.

If there is nothing in the world that you don't have, you'll get a stipend of CP equal to the value of the item purchased instead. So, 50CP for each 50CP item purchase that isn't able to fulfill its promise. 200CP for the Seed Pack, and 300CP for the Seedling Pack.

That's right. If you keep landing on a planet to the point that there are no more herds, food plants, or fruit and nut trees to add to your Warehouse, you can get *a lot* of free CP each time you jump to that world. Depending on the biodiversity, it may take a while to get to that point, though.

Please note: The Seed Pack and Sapling Pack will provide up to 8 items per. Providing even one counts as fulfilling its purpose. If you purchased the 50CP items in addition to the Packs, the 50CP items go first for accounting purposes.

Stockpiles, the 400CP item, will provide 5 filled 10x10 stockpiles of local mundane resources such as metal and fuel - which may be things you already have but may also not. Either way, you can still sell the stuff to get something you do want. Or, perhaps, actually use it.

Storage Barns will do the same for items such as tools, fabrics, etc.

Scenarios and Achievements

Yes, you can do more than one of these.

Adam and Eve

You start with only two villagers instead of the normal contingent. Your goal is to have a thriving town with at least one of every Building - fully staffed - by the time you leave. Farm plots and Orchards are optional.

Nomads are allowed, but you only get half the number you normally would with each wave. Meaning between 2.5 and 7.5% of your current population.

Reward: You can create a breeding pair for an extinct or nearly extinct species once a day. Animals and beings created this way are genetically unrelated to minimize inbreeding issues.

Builder

Build a town with 900 citizens.

Reward: Gain access to the Generic Builder Jumpdoc, without having to take the jump.

Educated

100% of your adult population must have graduated school for ten years.

Reward: You, your companions, your followers, your minions, your NPCs, and anyone else that might follow you from world to world can now activate a double learning boost for one topic each jump.

Food Variety

Grow 8 different varieties of trees and 8 varieties of farm plants in a single year.

Reward: You can change the taste of any food you're eating (and of your bodily secretions, such as saliva) to any flavor that you have tasted. It does not add any of the benefits of the substance that it is flavored like - just because it tastes like Phoenix Tears doesn't mean that it is Phoenix Tears.

Master Trader

Use trading posts to trade 100,000 total units.

Reward: You may buy anything, anywhere with a 10% discount. You may also sell anything for 10% more. Does not force merchants to actually buy your goods, however.

Power Gamer

Create a town that takes up every inch of buildable space on the map.

Reward: Gain access to a Generic Gamer Jumpdoc without having to take a jump.

One With The Land

Create a city with a population of 100, without using farms or orchards.

Reward: From now on, only looking at a plant or animal is sufficient to learn all medical, culinary, or survival uses for it.

Tombstone

Fill cemeteries with 400 graves.

Reward: You can conjure a fresh, steaming hot pizza at will. Toppings and style are your choice.

Uneducated

Create a town with no schools, having 200 people living in it. The town must last at least 100 years.

Reward: You can choose one enemy per jump to reduce their intelligence, wisdom, and reaction times.

Buildings and Improvements

Please note that measurements do not include the access area for the building.

Transportation

Bridge (per 1x1 unit)

Allows passage over water. Must start and end on land. Cannot pass through mountains.
Costs: 4 Logs, 1 Stone

Dirt Road (per 1x1 unit)

Grants a 17% increase in movement speed.
Costs: Free

Stone Road (per 1x1 unit)

Grants a 37% increase in movement speed.
Cost: 1 Stone

Tunnel (per 1x1 unit)

Allows passage through mountainous terrain.
Cost: 4 Stone

City Services

Cemetery (varies, min 7x7, max 20x20)

Reduces happiness loss when a citizen dies, if there is space for a headstone. People living near a cemetery get a happiness boost. Plots can be reused after one generation. See chart below for grave plots by size.
Costs: 1 Stone per tile.

	7	8	9	10	11	12	13	14	15	16	17	18	19	20
7	9	12	15	18	21	24	27	30	33	36	39	42	45	48
8	9	12	15	18	21	24	27	30	33	36	39	42	45	48
9	12	16	20	24	28	32	36	40	44	48	52	56	60	64
10	12	16	20	24	28	32	36	40	44	48	52	56	60	64
11	15	20	25	30	35	40	45	50	55	60	65	70	75	80
12	15	20	25	30	35	40	45	50	55	60	65	70	75	80
13	18	24	30	36	42	48	54	60	66	72	78	84	90	96
14	18	24	30	36	42	48	54	60	66	72	78	84	90	96
15	21	28	35	42	49	56	63	70	77	84	91	98	105	112
16	21	28	35	42	49	56	63	70	77	84	91	98	105	112
17	24	32	40	48	56	64	72	80	88	96	104	112	120	128
18	24	32	40	48	56	64	72	80	88	96	104	112	120	128
19	27	36	45	54	63	72	81	90	99	108	117	126	135	144
20	27	36	45	54	63	72	81	90	99	108	117	126	135	144

Chapel (8x11)

Improves happiness of up to 200 citizens. Staffed by 1 cleric. All citizens will attend if there is room.
Costs: 50 Logs, 130 Stone, 30 Iron

School (5x7)

Teaches up to 20 students. Employs 1 teacher. Students remain from age 10 to 17. In absence of a school, they enter the workforce at 10. Children that enter the workforce cannot go back to school later.
Cost: 50 Log, 16 Stone, 16 Iron

Hospital (7x6)

Cures citizens of illnesses. Employs 1 physician. May use herbs, if available, to speed recovery time.

Costs: 52 Logs, 78 Stone, 32 Iron

Town Hall (10x8)

Allows access to information menus: Overview, Health, Happiness, Education, Production, etc. Does not require staff.
Costs: 63 Logs, 124 Stone, 48 Iron

Well (1x1)

Allows citizens nearby to gather water for firefighting.
4 Logs, 40 Stone

Food Production

Crop Field (4x4 to 15x15)

Each farmer manages up to a certain number of squares, meaning that a full sized 15x15 farm requires 4 farmers.
Costs: Free

Orchard (3x2 to 15x15)

Allows planting of trees. Trees require 4 years to mature before providing nuts or fruits. A 15x15 orchard requires 4 farmers. A single farmer can work orchards sized at 4x4, 2x8, 6x12, or 8x9. Trees are planted with 2 tiles between on the north-south axis and 1 tile between on the east-west axis. Orchards within range of a forester's lodge will be cut down.
Cost: Free

Pasture (7x7 to 20x20)

A location to raise livestock. Requires 20 tiles per cow, 16 per sheep, or 6 per chicken. A 20x20 pasture requires 2 herdsmen.
Cost: 1 Log per unit of length

Fishing Dock (4x8, 4x4 of footprint must be on water)

Allows up to 4 fishermen to catch fish in the water. Fishermen only fish in empty water tiles. Bridges and other structures that are in the water will lower the amount of fish caught.
Costs: 30 Logs, 16 Stone

Hunting Cabin (8x5)

Defines an area for up to 4 hunters to hunt deer. Has a range of 67.5 sqares in diameter. Without mods, this is the only way to get venison.
Costs: 54 Logs, 12 Stone

Gatherer's Hut (7x4)

Up to 4 gatherers collect roots, berries, mushrooms, and onions. Has a range that is 60 squares in diameter. Gathering is done from trees, so this is best placed in a forested area.

Costs: 30 Logs, 12 Stone

Housing

Boarding House (14x6)

Temporary housing for immigrants and in wake of disasters. Holds up to 5 families.
Costs: 100 Logs, 45 Stone

Stone House (4x4)

Holds one family, up to 8 people. Uses approximately 9 Firewood in winter.
Costs: 24 Logs, 40 Stone, 10 Iron

Wooden House (4x4)

Holds one family, up to 8 people. Uses approximately 25 Firewood in winter.
Costs: 16 Logs, 8 Stone

Resource Production

Blacksmith (7x4)

Employs one blacksmith to produce either iron or steel tools. 1 Iron Tool require 1 Log and 1 Iron. 1 Steel Tool requires the same, with the addition of 1 Coal. An educated blacksmith produces 2 tools instead of 1. A Steel Tool lasts twice as long as an Iron Tool.
Costs: 55 Logs, 32 Stone, 32 Iron

Forester Lodge (5x5)

Enables up to 4 foresters to plant trees and cut down mature ones. Plant and cut can be individually toggled. Has a range of 61 squares in diameter.
Costs: 32 Logs, 12 Stone

Herbalist (6x6)

Allows the employment of up to 2 herbalists, who scours the surrounding woods for medicinal plants. Has a range of 62 squares in diameter. Produced herbs may be used to cure diseases at a hospital or at the herbalist's to heal hearts. An educated herbalist heals one heart, an uneducated herbalist heals ½ heart per herb.
Costs: 30 Logs, 12 Stone

Mine (12x11, 12x4 of footprint must be on a mountain)

Up to 30 workers may mine Coal or Iron. Educated workers produce 2 iron or 4 coal at a time, while uneducated workers produce 1 iron or 3 coal. Mines produce 3500 iron or 7000 coal before being depleted. A miner with tools produces 5x more quickly than a miner without.
Costs: 48 Logs, 68 Stone

Quarry (21x16)

Employs up to 30 workers to mine stone. The Quarry does eventually run out of stone. You may remove the building, but the hole from the quarry is permanent.
Costs: 80 Logs, 40 Stone

Tailor (7x5)

Employs a tailor to make clothing for the town. An uneducated worker produces Hide Coats (1) with 2 Leather, Wool Coats (1) with 2 Wool, or Warm Coats (1) with 2 Leather and 2 Wool. An educated worker doubles this amount.
Costs: 32 Logs, 48 stones, 16 Iron
Tavern (6x6)
Employs a brewer to make ale out of wheat or fruit. Ale is only for entertainment and increases happiness.
Costs: 52 Logs, 12 Stone, 20 Iron

Wood Cutter (6x6)

Allows 1 woodcutter to chop logs into firewood. 1 log is consumed to create firewood. An educated worker produces 4 firewood. An uneducated worker produces 3.
Costs: 24 Logs, 8 Stone

Storage, Markets, Trade

Market (12x12)

Can employ up to 25 vendors to retrieve goods from stockpiles and barns, then deliver to homes.
Costs: 58 Logs, 62 Stone, 40 Iron

Storage Barn (5x6)

Stores Resources and Produced Goods. Does not store Coal, Firewood, Iron, Logs, or Stone.
Costs: 48 Logs, 16 Stone

Stockpile (variable - min 2x2, max 10x10)

Stores 250 weight units per square. Open air storage. Only stores Coal, Firewood, Iron, Logs, or Stone.
Costs: Free (must clear land of obstructions)

Trading Post (12x10, at least 2x12 must be on water)

Enables trading with other settlements and cities. May send custom orders, or set automatic purchasing in exchange for stored goods. When it comes to food, automatic purchasing is by category. (Grains, meats, etc.)
Costs: 82 Logs, 80 Stone, 40 Iron

Weight Units

Resources	Weight Per Unit	Source	Structure	Weight Per Tile	Capacity

Coal	15	Mine	Stockpile	250	Varies By Size
Firewood	4	Woodcutter	Storage Cart	625	2500
Iron	25	Mine, Ground	Storage Barn	200	6000
Logs	11	Trees	Market	69.4	10000
Stone	15	Quarry, Ground	Trading Post	~~166.7~~ 500*	~~20000~~ 60000*
Ale	1	Tavern			
Clothing	10	Tailor			
Herbs	1	Herbalist			
Mushrooms	4	Gatherer			
Leather	10	Cattle, Hunter			
Other Foods	1				
Tools	10	Blacksmith			
Wool	10	Sheep			

Changed in Update 1.0.2