

Buildings

[Name of building] [Amount of buildings]

[Description of building]

- [Effects of building]



Hut x 2

Huts are primitive lodgings made out of sticks and animal hides. Equally quick to build and to take down, huts are not a viable solution for long term housing.

- Houses 10 people
- +5 storage space (not food)
- +1 livestock capacity
- Can be taken down and rebuilt elsewhere quickly



Fireplace x 1

A fireplace is an open fire that creates warmth and allows people to perform the basic cooking and crafting necessary for survival.

- Requires 1 wood to operate for a turn (your people will attempt to harvest the needed wood automatically if not in stock)
- Increases the survivability of your people in a small radius
- Enables primitive forms of crafting



Clay granary x 0

Clay granary is a storage building specifically meant to store food. This is a tremendously useful building for new villages, as it enables your people to store excess food for later consumption.

- +30 food storage space



Storage pit x 0

A Storage pit is a wide pit, dug into the ground and covered with hides. It is used to store items and resources, but is unsuitable for storing food.

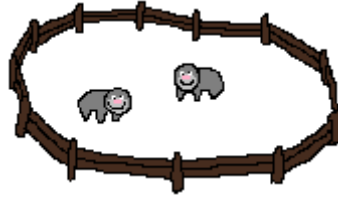
- +30 storage space (not food)



Crafting stone x 0

A crafting stone is an enormous slab of smooth stone, used as a surface for crafting. A clay oven is built next to the stone to allow a craftsman to heat objects.

- Requires 1 wood to operate for a turn (your people will attempt to harvest the needed wood automatically if not in stock)
- Provides a large boost to the speed and effectiveness of all primitive forms of crafting



Pasture x 1

A pasture provides living space for livestock, and makes sure that they don't wander off. Without pastures it is very difficult to raise large herds of animals.

- +5 Livestock capacity