



Cottage

1 Wheat, 1 Wood, 1 Brick, 1 Sheep

3 if the Cottage is fed.

Orchard

2 Wood, 2 Wheat

Feeds all buildings in the same row and column as this.

Barrett Castle

2 Wheat, 2 Wood, 2 Brick, 2 Sheep

5 if fed. Counts as 2.

Fountain

2 Wood, 2 Sheep

2 if adjacent to a .

Abbey

2 Wheat, 2 Wood, 2 Brick, 2 Sheep

3 if not in a row or column with another .

Inn

2 Wheat, 2 Wood, 2 Brick, 2 Sheep

3 if not in a row or column with another .

Trading Post

2 Wheat, 2 Wood, 2 Brick, 2 Sheep

1. You may treat this as a wild resource for future buildings.

Bakery

2 Wheat, 2 Wood, 2 Brick, 2 Sheep

3 if adjacent to a .