**Resource Values**

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| **Resource** | **Cost** | **Notes** |
| Lumber | 10 pieces for 1 gold | Purchase at Lumber Mill |
| Stone | 5 pieces for 1 gold | Purchase at Rock Quarry |
| Food | 20 pieces for 1 gold | Purchase from City Market |
| **Animals** | **Cost** | **Notes** |
| Horse | 5 gold each | Purchase from the Horse Trader |
| Pig | 2 gold each | Purchase from the Farmer*100 food when slaughtered* |
| Chicken/Duck | 2 chickens for 1 gold | Purchase from the Farmer*3 food per day / 15 food each when slaughtered* |
| Goat | 2 gold each | Purchase from the Farmer*10 food per day / 65 food when slaughtered* |
| Sheep | 3 gold each | Purchase from the Farmer*1 gold per day / 70 food when slaughtered* |
| Cow | 4 gold each | Purchase from the Cattleman*15 food per day, 105 food when slaughtered* |
| Cat/Dog | 10 gold each | Purchase from BreederGives *character* boosts |
| **Resource Production**  | **Cost** | **Notes** |
| Lumber Camp | 10 lumber, 2 gold | 15 lumber per day |
| Mining Camp | 25 lumber | 5 stone per day |
| Farm | 10 lumber, 2 gold | can only be made by farmer, makes 25 food per day |
| Fish | Caught by fishing | 1 fish = 50 food |
| **Buildings** | **Cost** | **Notes** |
| Market | 50 lumber, 5 stone |  |
| Stone Tower | 25 stone, 10 lumber |  |
| School | 40 stone, 40 lumber |  |
| Windmill | 100 lumber, 25 stone |  |
| Roads | 10 stone | per 1 inch section |
| Stone Pipe (Aqueduct) | 20 stone | per 1 inch section |
| House | 20 lumber |  |
| Wall | 10 stone | per 1 inch section |
| Gate | 10 wood |  |
| Church | 100 stone, 20 lumber | 5 drachma per day |
| Castle | 1000 stone, 100 lumber | 50 drachma per day |
| Bridge | 20 stone, 20 lumber |  |
| **Items** | **Cost/Exchange** | **Notes** |
| Rope | 100 ft for 3 gold |  |
| Buckets | 100 pieces for 10 lumber |  |
| Musket |  |  |
| Sword | 1 gold |  |
|  |  |  |
|  |  |  |
|  |  |  |
| Cannon |  |  |
| Soldiers | 5 gold to hire |  |
| **Vehicles** | **Cost** | **Notes** |
| Transport Ship | 40 lumber | Purchase from Shipwright |
| Fishing Boat | 25 lumber | Purchase from Shipwright*30 fish per day* |
| War Ship | 500 lumber | Purchase from Shipwright |
| Carriage | 35 gold | Purchase from Market Needs 2 horses to move |
| Wagon | 30 wood | Purchase from Market |
| **Others** | **Cost/Exchange** | **Notes** |
| Civilian (Population) | No purchase cost | costs 1 food per person per day |