

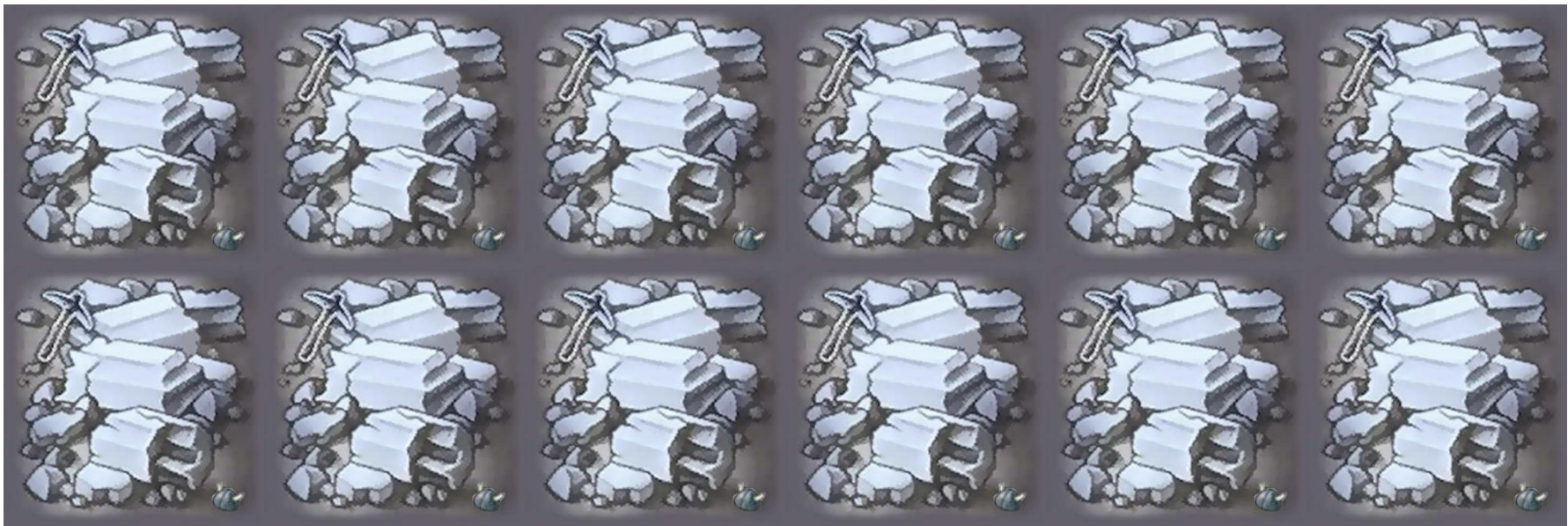
Cattle Market 4 1  	Store 5 1 	Box 6 1  1 	Bloomery 5 2  1 	Cave Silo 5 2 	Ore Vein 2
$\frac{0}{1} \frac{1}{2} \rightarrow \frac{1}{2} \frac{1}{3}$  \rightarrow 	1  \rightarrow 4  1  1 	+1  +1  +1 	2  \rightarrow 3  1 	+4 	+3  +2 
















Slaughtering Cave 7 1  1 	Armory 13 3  2 	Weapon Chamber 12 4 	Weaponsmith 11 1  3 	Ceremonial Hall 14 2  8 	Wainwright 10 2  2 
1  \rightarrow 5  1 		+1 	1  1  \rightarrow 2 	+2 	3  1  \rightarrow 5 

Ironsmith 7 3 	Swordsmith 10 1  2 	Mining Cave 5 1 	Oubliette 9 4 	Hitching Post 5 1 	Gold-Donkey 6 2  2 
2  \rightarrow 1  3 	$\frac{1}{4} \frac{1}{7} \rightarrow \frac{1}{2} \frac{1}{3}$ 1  \rightarrow 1  2 	+5 	$\frac{1}{3} \frac{1}{6} \rightarrow \frac{1}{2} \frac{1}{3}$ 1  3 	$\frac{3}{4} \frac{1}{5} \rightarrow \frac{2}{3} \frac{1}{4}$ 3  \rightarrow 2 	+1  \times 

Equipment Cabinet 5 1 	Iron Trader 8 2  1 	Breeding Cave 6 2 
  : +1    : +1 	1 +1 / 2 : +1 	1 : +1 



Arms Trade	Decoration	Wall Building	Weekly Market
<p>3  →</p> <p>4  1  / </p>	<p>5  / 1  →</p> <p></p>	<p></p> <p>+1 </p>	<p>1  +1</p> <p>3  / 2  → 6 </p>

