

# Barbarians

small	medium	big	mines
Quarry	Warehouse	Cattle Farm	Granite Mine
Lumberjack's Hut	Wood Hardener	Weaving-Mill	Coal Mine
Ranger's Hut	Lime Kiln	Farm	• Deep Coal Mine
Fisher's Hut	Fernery	Helmsmithy	• Deeper Coal Mine
Hunter's Hut	Bakery	Fortress	Iron Mine
Gamekeeper's Hut	Micro Brewery	• Citadel	• Deep Iron Mine
Well	• Brewery	Battle Arena	• Deeper Iron Mine
Scout's Hut	Tavern	Trainingscamp	Gold Mine
Sentry (B)	• Inn		• Deep Gold Mine
	• Big Inn		• Deeper Gold Mine
	Charcoal Burner's House		
	Smelting Works		
	Metalwork Shop		
	• Axefactory		
	• War Mill		
	Stronghold (B)		
	• (Barrier (B))		
	Barrier (B)		
	Donjon (B)		
<b>+ in building statistics</b>			
Barracks	Outpost	Fortress (E)	
Sentry (E)	Barrier (E)	Castle (E)	
Guardhouse	Tower (E)	Castle (A)	
Small Tower	Guardhall		
	Tower (A)		
	High Tower		

# Empire

small	medium	big	mines
Quarry	Warehouse	Donkeyfarm	Marble Mine
Lumberjack's House	Stonemason's House	Sheepfarm	• Deep Marble Mine
Forester's House	Sawmill	Weaving Mill	Coal Mine
Fisher's House	Mill	Piggery	• Deep Coal Mine
Hunter's House	Bakery	Farm	Iron Mine
Well	Brewery	Weaponsmithy	• Deep Iron Mine
Scout's House	Vineyard	Fortress (E)	Gold Mine
Barracks	Winery	• Castle (E)	• Deep Gold Mine
• (Sentry (E))	Tavern	Arena	
Sentry (E)	Charcoal Burner	• Colosseum	
	Smelting Works	Trainingscamp	
	Toolsmithy		
	Armour Smithy		
	Barrier (E)		
	Tower (E)		
	Outpost		
	• (Barrier (E))		
+ in building statistics			
Sentry (B)	Barrier (B)	Fortress (B)	
Guardhouse	Donjon	Citadel	
Small Tower	Stronghold	Castle (A)	
	Guardhall		
	Tower (A)		
	High Tower		

# Atlanteans

small	medium	big	mines
Quarry	Warehouse	Horse Farm	Crystal Mine
Woodcutter's House	Sawmill	Spiderfarm	Coal Mine
Forester's House	Smokery	Weaving-Mill	Iron Mine
Goldweaver	Mill	Farm	Gold Mine
Fisher's House	Bakery	Blackroot Farm	
Fish Breeder's House	Charcoal Burner's House	Castle (A)	
Hunter's House	Smelting Works	Labyrinth	
Well	Toolsmithy		
Scout's House	Weapon Smithy		
Guardhouse	Armoursmithy		
Small Tower	Guardhall		
	Tower (A)		
	• High Tower		
	Dungeon		
+ in building statistics			
Barracks	Barrier (B)	Fortress (B)	
Sentry (B)	Donjon	Citadel	
Sentry (E)	Stronghold	Fortress (E)	
	Outpost	Castle (E)	
	Barrier (E)		
	Tower (E)		

**Notice:**

Enhanced Buildings are shown

- indented.

If a building exists unenhanced and enhanced, it is shown two times, but the enhanced form is in (). I'd prefer to show these buildings only one time as unenhanced buildings.

(B) / (E) / (A) indicates the tribe in case that there's a building with the same name in more than one tribe.