KINGMAKER
Building Progression

Each building costs half if the city has the building immediately to the left of that building (except for a house – see below). Buildings listed on the far left can never be built at half cost. The numbers in brackets indicate the building cost.

- Alchemist [18]
- Brewery [6]
- Arena [40][1]
- Castle [54]
- Cathedral [58][2]
- Herbalist [10]
- Mill [6]
- Smith [6]
- Tannery [6]
- Tenement [1] → House [3]*
- Waterfront [90][3]

- Garrison [28/14]
  - City Walls [8/4]
  - Granary [12/6]
  - Jail [14/7]
- Theater [24/12]
  - Brothel [4/2]
  - Park [4/2]
  - Tavern [12/6]
- Noble Villa [24/12]
  - Exotic Craftsman [10/5]
  - Luxury Store [28/14]
  - Mansion [10/5]
- Town Hall [22/11]
  - Barracks [12/6]
  - Dump [4/2]
  - Watchtower [6/3]
- Temple [32/16]
  - Graveyard [4/2]
  - Monument [6/3]
  - Shrine [8/4]
- Academy [52/26]
  - Caster's Tower [30/15]
  - Library [6/3]
  - Magic Shop [68/34]
- Guildhall [34/17]
  - Pier [16/8]
  - Stable [10/5]
  - Tradesman [10/5]
- Market [48/24]
  - Black Market [50/25]
  - Inn [10/5]
  - Shop [8/4]

1 – Arena halves the Consumption increase penalty for festival edicts

2 – Cathedral halves the Consumption increase penalty for promotion edicts

3 – Waterfront halves the Loyalty penalty for tax edicts

* A house does not have it's cost halved, but can be build over a tenement to replace the tenement.