Hail, chief

Our people changed their ways. We don’t chase prey in forests and steppes, nor we move our tents anymore, - we settled, and ploughed our fields.

Look at this place. We call it home, and most of us will spend whole of our lives here. You can live here, too, and so your warriors.

Some of us plough fields, - we call them farmers. Others preferred to fine their skills in crafts, and exchange the things they created for food. We call them crafters. Another help people to build their houses for food, and we call them builders.

Note, oh chief, that oldest from us are not good for work anymore. They are at your mercy, - either feed them from village granary, or let them face their fate. Some said, that elders may know more about life, work and land than youths, and their words may bear wisdom, - listen them, and judge for yourself.

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Note, or chief, that not all tribes followed our ways. Many are still skilful hunters, roaming the land, and there is no place they call home. They are often jealous and greedy, and they want our bread and goods.

Your warriors are brave and strong, - could you protect us from these nasty strangers? We will gladly provide your people with bread they need, - let’s call it taxes. This is up to you, chief, to decide how much of taxes you want, but I ask you to keep them fair. Our people will be unhappy should taxes become a burden, - they can refuse to pay, or cheat you. You can suppress them, but that will irritate them even more, and they can riot.

Should your warriors fail to protect our people in time of need, they will become angry too.

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Land, chief, is where our riches come from. We need food to feed our people, and arable land is the main source of it. If we have enough land for our fields, farmers will get a harvest sufficient to feed themselves, to buy goods they want and to build houses that keep them warm in winter nights. If the harvest is poor, first suffer crafters and builders, and if there is insufficient food for farmers, they will starve, too.

In good times we have plenty of kids, and to keep them from starving we need to acquire more land. To do this, please assign your warriors to patrol the pieces of land suitable for farming. Once you do, youths with no homes of their own will make their way to the new land and plough it, and will pay you for your efforts.

---Our tools, chief, are made from stone nowadays. It is not hard to find a stone good enough to make a blade, however many heard about special stone, named flint, which allow us to reach excellence in our toolmaking. Flint blades are much sharper than the one from common stones, and helps us to do more in a day, and in a year. Our harvests become higher, and crafters work faster, too. Also, your warriors can reap flesh of your enemies much easier, - don’t forget it, chief!

You can find flint in hills and desserts. Rumours are that even more flint is hidden underground, and you can dig it from there

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<p>Settlement, oh chief, is a place where people exchange their goods. Farmers may live way outside the village, but they will make their way here for market day. This is the reason why those who not linked to land live here, - crafters, builders and others. Note, oh chief, that those scums who couldn’t find a job is also usually here, begging and stealing. </p>

<p> Important thing here is working places set by our hardworking people. Here they create goods that farmers are always happy to exchange for food. </p>

<p>Every settlement has a granary, - it contains grain collected as taxes, to be distributed between those who serves you, chief.</p>

<p>Also, it has armoury. It contains weapons you can give to your soldiers, - make sure you always ordered the weapons ahead of your army expansion, for producing of weapons will take time for our crafters.</p>