# Plant Domestication

As it really happened in prehistoric times, Before Legends allows you to domesticate plants and develop cultivable varieties.

In order to achieve this:

* The tribe needs to have achieved at least the **New Stone Age.**
* A character must **gather** a certain amount of a wild plant (for instance wild rye or wild barley)
* You need to plant the gathered wild seeds/roots in a plowed tile (you can obtain a plowed tile clearing some grassland or forest)
* Attempting to domesticate the plant will require a “domestication” check. The outcome depends on the farmer´s domestication value and the plant´s resistance to taming.
* If the character succeeds then the seeds develop into the domestic version of the plant (eg *barley* from *wild barley*).

## Example

Naka the prehistoric farmer wants to start planting *flax* in order to make oil and cloths out of it.

Her first action is leaving the village and looking for a tile with the resource *pale flax* available.

There is total value of 6 units on this tile and a maximum of 2 units that can be harvested per round. Thanks to her tribe´s Old Stone Age tribal perk “gatherers” Naka increases her gathered units by one to a total of 3.

This means that it takes her 2 rounds (3+3) and not 3 (2+2+2) in order to deplete the *pale flax* resource.

After taking one round break for a short hunt in order to get some food (Naka had runned out of food in her inventory), she travels back to the surroundings of her tribe´s village in order to find a good tile where to start planting her new specie.

Naka´s village is surrounded by a river (cannot plant there) and a mix of grassland and forest. Naka has a choice: she can equip an axe and clear a forest tile (4 rounds) or equip a sickle and cut down the grassland (2 rounds). She equips her sickle and select “clear for field” (or just “clear” and creating the field is another step – view variation below - ).

The process is basically another gather which provides with the resource “grass” – she will later put it in the village’s storehouse so that Olaf the herder can take it to keep the goats “fed” value replenished –

Once the tile is ready, Naka attempts the domestication, she stands on the tile and selects the *pale flax* seeds in her inventory with the “domesticate” option. Her plant domestication value of 3 (a total of her personal abilities and her tribe´s perks) is now compared to the *wildness* of the plant (value 2). Since Naka´s value is higher it´s easier to domesticate the plant, she has a 75% chance.

Unluckily Naka fails her first attempt and loses 2 pale flax seeds. Luckily she stills has 4 seeds left and in her next round she succeeds: in 4 rounds she will be able to harvest her first domesticated flax crop!

### *Variation*

An added step could be that after clearing the terrain, the character needs to equip a plow and perform the „create field“option.