



Dwellings

* Dwelling (<i>Wohnhöhle</i>)	4 3	3	Room for 1 Dwarf
* Simple Dwelling (<i>Einfach Wohnhöhle</i>)	4 2	0	Room for 1 Dwarf
* Simple Dwelling (<i>Einfach Wohnhöhle</i>)	3 3	0	Room for 1 Dwarf
Mixed Dwelling (<i>Gemischte Wohnhöhle</i>)	5 4	4	Room for 1 Dwarf and 2 Farm Animals
Couple Dwelling (<i>Wohnhöhle für Zwei</i>)	8 6	5	Room for 2 Dwarves
Additional Dwelling (<i>Zusatzwohnhöhle</i>)	4 3	5	Room for the 6th Dwarf



Rooms for Materials

* Carpenter (<i>Tischerei</i>)	1	0	Furnishing and Fences costs 1 less for you
* Stone Carver (<i>Steinhauerei</i>)	1	1	Immediately: 2 . Furnishing or Stables costs 1 less for you
* Blacksmith (<i>Schmiede</i>)	1 2	3	Immediately: 2 . Forging a Weapon costs 2 less for you
Miner (<i>Zeche</i>)	1 1	3	Beginning of each round: 1 per in a Ore Mine
Builder (<i>Baubetrieb</i>)	1	2	When furnishing may replace 1 or 1 by 1
Trader (<i>Baustoffhandel</i>)	1	2	Any time before scoring: convert 2 to 1 , 1 , 1
* Wood Supplier (<i>Holzlieferant</i>)	1	2	At the beginning of the next 7 rounds: receive 1
* Stone Supplier (<i>Steinlieferant</i>)	1	1	At the beginning of the next 5 rounds: receive 1
* Ruby Supplier (<i>Hoflieferant</i>)	2 2	2	At the beginning of the next 4 rounds: receive 1
Dog School (<i>Hundeschule</i>)		0	For each new Dog : receive 1
Quarry (<i>Steinbruch</i>)	1	2	For each newborn : receive 1
Seam (<i>Flöz</i>)	2	1	For each new : receive 1



Rooms for Food

* Slaughtering Cave (<i>Schlachthöhle</i>)	2 2	2	For each Farm Animal that you convert into : + 1
* Cooking Cave (<i>Kochhöhle</i>)	2	2	You may convert 1 and 1 into 5 at any time
* Working Cave (<i>Werkhöhle</i>)	1 1	2	You may feed exactly 1 Dwarf with 1 , 1 or 2
Mining Cave (<i>Bergbauhöhle</i>)	3 2	2	Reduces the total feeding cost by 1 per in a Mine
Breeding Cave (<i>Aufzuchthöhle</i>)	1 1	2	For 1/2/3/4 newborn animals: Receive 1/2/3/5
Peaceful Cave (<i>Friedenschöhle</i>)	2 2	2	You may trade Weapons for (1:1 ratio per weapon strength)

Wood Stone Ore Vegetable Grain Point Food
 Gold Ruby Sheep Cattle Boar Donkey



Special Rooms

* Cuddle Room (<i>Kuschelzimmer</i>)	1	2	Room for as many as you have Dwarves .
* Breakfast Room (<i>Früstückzimmer</i>)	1	0	Room for up to 3
* Stubble Room (<i>Stoppelzimmer</i>)	1 1	1	You may keep 1 Farm Animal on each empty Field
Work Room (<i>Arbeitszimmer</i>)	1	2	You may furnish Tunnels and Deep Tunnels
Guest Room (<i>Logierzimmer</i>)	1 1	0	“either/or” becomes “and/or” for you
Office Room (<i>Amtsimmer</i>)	1	0	Twin tiles mile overhang: every time you do so + 2



Rooms for Food and Bonus Points

* Weaving Parlor (<i>Webstube</i>)	2 1	★	Immediately: 1 per End of game: 1 per 2
* Milking Parlor (<i>Melkstube</i>)	2 2	★	Immediately: 1 per immediately. End of Game: 1 per
State Parlor (<i>Gute Stube</i>)	3 5	★	Immediately: 2 per Adjacent Dwelling . End of Game: 4 per Adjacent Dwelling
* Hunting Parlor (<i>Jagdube</i>)	2	1	Any time before scoring: convert 2 into 2 and 2
* Beer Parlor (<i>Bierstube</i>)	2	3	Any time before scoring: convert 2 into 3 or 4
Blacksmithing Parlor (<i>Schmiedestube</i>)	3	2	Any time before scoring: convert 1 and 1 into 2 and 1



Rooms for Bonus Points

* Stone storage (<i>Steinlager</i>)	3 1	★	End of Game: + 1 per
* Ore storage (<i>Erzlager</i>)	1 2	★	End of Game: + 1 per 2
Spare part storage (<i>Ersatzteillager</i>)	2	0	Any time before scoring: convert 1 , 1 and 1 into 2
* Main storage (<i>Hauptlager</i>)	2 1	★	End of Game: + 2 per Yellow Furnishing Tile
* Weapon Storage (<i>Waffenlager</i>)	3 2	★	End of Game: + 3 per Dwarf with a Weapon
Supplies Storage (<i>Proviantlager</i>)	1 3	★	End of Game: + 8 if all Dwarves in play have weapons
Broom Chamber (<i>Besenkammer</i>)	1	★	End of Game: + 5 for 5 Dwarves or + 10 for 6 Dwarves
* Treasure Chamber (<i>Schatzkammer</i>)	1 1	★	End of Game: + 1 per
* Food Chamber (<i>Vorratskammer</i>)	2 2	★	End of Game: + 2 per per set of and
Prayer Chamber (<i>Gebetskammer</i>)	2	★	End of Game: + 8 if no of Dwarf in play have weapons
* Writing Chamber (<i>Schreibkammer</i>)	2	0	Prevent up to negative 7
* Fodder Chamber (<i>Futterkammer</i>)	1 2	★	End of Game: + 1 per 3 Farm Animals

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