Dwellings

*	Dwelling *(Wohnhöhle)*	4 wood, 3 stone	3	Room for 1 Dwarf
*	Simple Dwelling *(Einfach Wohnhöhle)*	4 wood, 2 stone	0	Room for 1 Dwarf
*	Simple Dwelling *(Einfach Wohnhöhle)*	3 wood, 3 stone	0	Room for 1 Dwarf
	Mixed Dwelling *(Gemischte Wohnhöhle)*	5 wood, 4 stone	4	Room for 1 Dwarf and 1 pair of animals
	Couple Dwelling *(Wohnhöhle für Zwei)*	8 wood, 6 stone	5	Room for 2 Dwarves
	Additional Dwelling *(Zusatzwohnhöhle)*	4 wood, 3 stone	5	Room for the 6th dwarf

Rooms for Materials

*	Carpenter *(Tischerei)*	1 stone	0	Every time you furnish or build a fence, receive 1 Wood discount
*	Stone Carver *(Steinhauerei)*	1 wood	1	Get 2 stone immediately. Every time you furnish or build a Stable, receive a 1 Stone discount
*	Blacksmith *(Schmiede)*	1 wood, 2 stone	3	Get 2 ore immediately. Every time you forge a Weapon, receive a 2 Ore discount
	Miner *(Zeche)*	1 wood, 1 stone	3	Beginning of each round: 1 Ore per Donkey in a Ore mine
	Builder *(Baubetrieb)*	1 stone	2	When furnishing may replace 1 wood or 1 stone by one ore
	Trader *(Baustoffhandel)*	1 wood	2	Any time before scoring: convert 2 Gold to 1 wood, 1 stone and 1 ore
*	Wood Supplier *(Holzlieferant)*	1 stone	2	At the beginning of the next 7 rounds: receive 1 wood
*	Stone Supplier *(Steinlieferant)*	1 wood	1	At the beginning of the next 5 rounss: receive 1 stone
*	Ruby Supplier *(Hoflieferant)*	2 wood, 2 stone	2	At the beginning of the next 5 rounds: receive 1 ruby
	Dog School *(Hundeschule)*		0	For each new Dog: receive 1 wood
	Quarry *(Steinbruch)*	1 wood	2	For each newborn Doney: receive 1 Stone
	Seam *(Flöz)*	2 wood	1	For each new stone: receive 1 ore

Rooms for Food

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

Special Rooms

*	Cuddle Room *(Kuschelzimmer)*	1 wood	2	Room for as many Sheep as you have dwarves.
*	Breakfast Room *(Früstüclzimmer)*	1 wood	0	Room for up to 3 catle
*	Stubble Room *(Stoppelzimmer)*	1 wood, 1 ruby	1	You may keep 1 Farm animal on each empty field
	Work Room *(Arbeitszimmer)*	1 stone	2	You may furnish tunnels and deep tunnels
	Guest Room *(Logierzimmer)*	1 wood, 1 stone	0	"either/or" becomes "and/or"
	Office Room *(Amtsimmer)*	1 stone	0	Twin tiles mile overhang: every time you do so +2 Gold

Rooms for Food and Bonus Points

*	Weaving Parlor *(Webstube)*	2 wood, 1 stone	*	1 Food per Sheep Immediately. End of game: 1 Point per 2 Sheep
*	Milking Parlor *(Melkstube)*	2 wood, 2 stone	*	1 Food per Cattle immediately. End of game: 1 Point per cattle
	State Parlor *(Gute Stube)*	3 stone, 5 gold	*	When built: 2 Food per adjacent Dwelling. End: +4 points per adjacent Dwelling
*	Hunting Parlor *(Jagdsube)*	2 wood	1	Any time before scoring: convert 2 boars into 2 gold and 2 food
*	Beer Parlor *(Bierstube)*	2 wood	3	Any time before scoring: convert 2 grains into 3 gold or 4 food
	Blacksmithing Parlor *(Schmiedestube)*	3 ruby	2	Any time before scoring: convert 1 ore and 1 ruby into 2 gold and 1 food

Rooms for Bonus Points

*	Stone storage *(Steinlager)*	3 wood, 1 ruby	*	End of Game: +1 point per Stone
*	Ore storage *(Erzlager)*	1 wood, 2 stone	*	End of Game: +1 point per 2 Ore
	Spare part storage *(Ersatzteillager)*	2 wood	0	Any time before scoring: convert 1 Wood, 1 Stone and 1 Ore into 2 gold
*	Main storage *(Hauptlager)*	2 wood, 1 stone	*	End of Game: +2 points per Yellow Furnishing Tile
*	Weapon Storage *(Waffenlager)*	3 wood, 2 stone	*	End of Game: +3 points per Dwarf with a Weapon
	Supplies Storage *(Proviantlager)*	1 wood, 3 grain	*	End of Game: +8 points if all Dwarves in play have weapons
	Broom Chamber *(Besenkammer)*	1 wood	*	End of Game: +5 points for Dwarves or +10 points for 6 Dwarves
*	Treasure Chamber *(Schatzkammer)*	1 wood, 1 stone	*	End of Game: +1 point per ruby
*	Food Chamber *(Vorratskammer)*	2 wood, 2 vegetable	*	End of Game: +2 per points per set of Grain and Vegetable
	Prayer Chamber *(Gebetskammer)*	2 wood	*	End of Game: +8 points if none of Dwarves in play have weapons
*	Writing Chamber *(Schreibkammer)*	2 stone	0	Prevent up to 7 negative points
*	Fodder Chamber *(Futterkammer)*	1 stone, 2 grain	*	End of Game: +1 point per 3 Farm Animals