HEROIC 2.0

BOOK OF DOMAINS

A TRADESMAN'S PAIR O' DICE

IRON SEASON ONE EDITION

This book and all H20 Rules copyright Craig Fedynich and Joe Bearden 2011-2016. All rights reserved. License is granted to actors and crew of Heroic Central: IRON to reproduce the IRON Edition of the H20 rules for personal use associated with Heroic Central IRON.

CONTENTS

Domains in General **1**
The Map and Domains 2
Resources 3
Components 4

Resource Collectors **5**
Miner and Miner Buildings 6
Herder and Herder Buildings 8
Gatherer and Gatherer Buildings 10
Timberjack and Timberjack Buildings 13

Resource Processors **15**
Stonecutter and Stonecutter Buildings 16
Butcher and Butcher Buildings 17
Weaver and Weaver Buildings 19
Miller and Miller Buildings 20

Specialists **22**
Prospector and Prospector Buildings 23
Forester and Forester Buildings 23
Farmer 23
Rancher 23
Mason 24
Carpenter 24
Jeweler 24
Herbalist 24
Metallurgist 24
Chemist 24
Tailor 24
Cook 24

Other Buildings **25**
Crafter Buildings 26
Stables 27
Roads 28
Power Buildings 29
Housing 30

Appendix: Parts **31**

Domain Rules subject to change. Check heroiciron.com under Rules for the latest version.

DOMAINS IN GENERAL

THE MAP AND DOMAINS

A domain is a parcel of land on which you can build your fortune. You start with raw land and your choices about what to build on it and how you use it will determine your economic success.

The Map
IRON frontiers are laid out on a grid centered on the televolley landing site. As an IRON pioneer, you will have the right to claim one 25-acre domain on behalf of your guild or house, and until the frontier becomes a colony, you will have the final say on how it is managed. You can earn the right to claim additional domains as well. To stake your claim, check in with the Title Office.

Domain Ratings
Before you claim a domain, you will probably want to have several surveyed to find one that works well for your plans. Each domain is rated 1 to 10 for its soil, rock, timber, water. It is also rated for barren, and the five ratings total to 20. Specialist Engineers can survey a domain in 30 minutes for a specific rating, depending on their specialization, but anyone can spend 10 minutes on a domain to find any rating above 5. Specific rating will not be given, but the observer will know in which resources the domain is especially rich. To perform surveys, check in with the Survey Office.

Travel
It will usually take you 10 minutes to cross a domain in any direction, whether you are scouting or going to or coming from your work. If you are a farmer, and you go three domains north of base camp (3 x 10 minutes), survey the soil of the domain there (30 minutes), come one domain south (10 minutes) and survey that domain too (30 minutes), then return two domains south home (2 x 10 minutes), it will take you two hours round trip. Terrain can increase travel time, while roads will cut travel time in half.

Sites and Structures
Each acre can be developed into one specific site or structure. **Sites** allow for the collection of raw resources. **Structures** allow for the refinement or storage of those resources, or give bonuses across the domain. The blueprints available to Bureau 12B are limited at this time, but will grow as the Bureau team gains more experience and prestige. Since building and upgrading structure requires the skills of particular specialists, be sure to make good friends! Be careful how much you build however, since you will need to pay upkeep for each building. If you are unable to pay your upkeep for any structures, they will fall into disrepair and will provide no benefit until they are repaired. When you are unable to make an event, your character is considered to break even on domain profit and upkeep. Other characters will have access to structures on your domain while you are away and may alter the domain or move resources. Your character, unless they have left the world altogether, may be around to see what happened, even though you could not make the event.

RESOURCES

Harvesting Resources
You need tradesmen to harvest and refine resources available on your domain. As they take trade cycles on your domain, they reduce the resources available for the day, and may damage the domain. Miners extract rocks from quarries; gatherers harvest fiber, grain, vegetables, and fruit from fields and orchards; herders gather animals, fiber, and milk from herds on pastures, and timberjacks cut timber at timber camps.

Refining Resources
Resources gathered by miners, herders, gatherers, and timberjacks can be used as is or further processed at structures generally called "**mills**." Stonecutters, butchers, weavers, and millers run the **mills** by taking a *trade cycle*. Stonecutters make blocks from rock at block yards, butchers convert animals to meat at butcheries and hides at tanneries, weavers convert fiber to cloth at weaveries, and millers convert grain to flour at grain mills and timber to lumber at lumber mills. Accidents tend to be more serious at mills.

Storing Resources
Any amount of resources may be stored on a domain during an event, but any resources outside of silos at the end of an event will be lost. Most silos hold 100 units of a particular type of resource, while general warehouses will hold 50 units of any mixed resources. You can spend an hour to do a complete inventory of your domain, including all structures, resources, and sites. Check in with the Labor Office to get a copy of your completed report.

Moving Resources
Anyone can move resources from one domain to another, but because a unit of resources represents a large amount of material, it takes one person an hour to move a unit of resources across a domain on foot. Stables, which house teams of draft animals and their carts or even mechanical engines, allow more resources to be moved and only take 10 minutes to move them across each domain, but require roads in every domain traversed. Each level of stable allows more goods to be moved, but needs roads of at least the same level as the stable. Smaller stables can be better in areas with poor roads, but trains are hard to beat for moving resources where railroads have been established.

Days, Daytime and Lights
A day begins for each character the first time after midnight they awaken after six hours of sleep and eat a meal. This means the actor has to sleep and eat a substantial amount of nutritious food. Any work that is done between dusk and dawn will take twice as long and will add an extra accident dice. This includes surveys, assays, and moving resources but does not include travel. Powerful lights can negate these penalties.

COMPONENTS

Finding Component Ores
Some domains have component resources available, but these are not readily apparent. "Mine" is the name given to structures constructed to harvest component ores, even though many are not dug out of the ground. Some specialists may spend 30 minutes to assay a domain for component ores of a particular color for which they can create a mine. An assay will tell how many components worth of ore are readily available, and constructing an appropriate mine will make them available for harvest by the appropriate tradesman. Alternatively, some rare items locate particular component ores.If resources are found, the forester or prospector may build a structure on the domain to harvest the particular resource.

Harvesting Component Ores
Particular tradesmen may harvest component ores from mines in the same way that they harvest resources. Once the readily available component ores are depleted, a specialist who can create such mines may expand the mine (taking up an additional acre) to try to make more components available. Alternatively, some mines may garner additional components every event on their own, or with the supervision of the specialist without taking additional acres. This may be attempted many times even when one attempt fails to garner more components. Mine expansion may also add additional risks to the accident table each time it is done. Some mines may be torn down or filled in when they are depleted, some may not. Accidents on mines roll two extra dice on the accident table.

Refining Components
Refineries can also be constructed to convert ores to usable components. By using their masterwork heroic ability specialists can convert component ores into components ready for use by crafters. Each use of the heroic can convert up to four ores of the same type in one batch. Adding a refinery to the specialist's workshop can dramatically increase this rate.

RESOURCE COLLECTORS

Miner and Miner Buildings
Miners' main work is at prospectors' quarries cutting rock out of the ground for use by Stonecutters. Quarries are unique among sites in that they are not renewable and they can not be demolished or destroyed once mining has started on them, only knocked into disrepair. Quarries are also the only sites whose resources are not renewed daily, but rather have a lifetime. When these resources are harvested or lost, they are tracked on the domain as "rock removed." Once rock removed reaches ten times the domain's rock trait times the number of quarries, no more rock may be mined until more quarries are built or the rock trait is increased. Mining is dangerous work. Workers in quarries roll one extra accident die, while workers in mines roll two extra accident dice.

Miners also harvest many component ores. Miners may harvest iron ore, rubedo, orichalcum ore, baetylus ore, xirdalium ore, and marzanite ore from the appropriate mines in the same way they harvest rock from quarries. Once the component ores have been depleted, the mine is dry unless a prospector can successfully expand it.

Quarry

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Quarry	6 Rock 2 Timber	None	3 Rock 1 Timber
Prerequisite			
None			

Quarry Ramp

Builder	*Cost*	*Upkeep*	*Repair*
Mason	4 Blocks 8 Timber 10 Fiber 7 Hardware 7 Lamp Oil	1 Blocks 2 Lumber 2 Fiber	10 Fiber 4 Hardware 5 Lamp Oil
Prerequisite			
None			

Quarries on a domain with at least one Quarry Ramp grant one extra tradesman die and one extra accident die.

Rest Shed

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	6 Blocks 14 Timber 10 Cloth 3 Padding	1 Blocks 2 Lumber 1 Cloth	6 Lumber 3 Padding 5 Cloth
Prerequisite			
None			

Tradesmen working on a domain with at least one Rest Shed reduce cycle penalties by 1 but increase accident results by 2.

Mine (Iron, Rubedo, Orichalcum, Baetylus, Xirdalium, or Marzanite)

Builder	*Cost*	*Upkeep*	*Repair*
Prospector	10 Timber 2 Hardware	3 Timber	5 Timber 1 Hardware
Prerequisite			
None			

Rock Stacks

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Rock Silos	5 Rock 15 Timber	2 Timber	2 Rock 8 Timber
Prerequisite			
None			

Stores 50 rock.

Herder and Herder Buildings
Herders' main work is at ranchers' pastures working on the herds. Herds are unique in that they are not sites themselves. Rather, they exist on the domain and are limited in size to the number of pastures on the domain times the domain's current soil rating. Excess animals on a domain will escape or die at the end of the event. Herds have an upkeep cost of 1 grain per two animals, and any animals who are not fed will escape or die. The rancher is the one who breeds or captures more animals, but the herder harvests milk, fiber, and animals. Milk is a resource that represents any food harvested from the herd without killing an animal, usually milk or eggs. Fiber represents wool or hair harvested, also without killing an animal. Herders may also harvest animals to send to the butcher or for use as draft animals. Milk and fiber harvest does not reduce the size of the herd, while animal harvest does. Herders can harvest up to the herd size in each of these three resources every day. Herding rolls an extra accident die.

Herders may also harvest raw lyngurium from the appropriate "mine" in the same way they harvest resources from herds. Once the component ores have been depleted, the mine is dry unless a forester can successfully expand it.

Pasture

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Pasture	4 Rock 4 Timber	1 Timber	2 Rock 2 Timber
Prerequisite None			

Requires a domain water rating greater than 3.

Herd Dog Kennel

Builder	*Cost*	*Upkeep*	*Repair*
Mason	8 Blocks 10 Timber 1 Braces 2 Hardware	1 Blocks 2 Lumber	5 Lumber 1 Braces
Prerequisite None			

Herds on a domain with at least one Herd Dog Kennel prevents the loss of one resource on failure for each Herder once per cycle on this Domain.

Rest Shed

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	6 Blocks 14 Timber 10 Cloth 3 Padding	1 Blocks 2 Lumber 1 Cloth	6 Lumber 3 Padding 5 Cloth
Prerequisite			
None			

Tradesmen working on a domain with at least one Rest Shed reduce cycle penalties by 1 but increase accident results by 2.

Mine (Lyngurium)

Builder	*Cost*	*Upkeep*	*Repair*
Rancher	10 Timber 2 Hardware	3 Timber	5 Timber 1 Hardware
Prerequisite			
None			

Wool Shed

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Fiber Silos	5 Rock 15 Timber	2 Timber	2 Rock 8 Timber
Prerequisite			
None			

Stores 50 fiber.

Gatherer and Gatherer Buildings
Gatherers' primary work is in fields harvesting either fiber, grain, vegetables, or fruit. Each type of field has a seasonal harvest in particular months regardless of when it is planted, but upkeep is only paid on fields on days when they are harvested. Every day, resources may be harvested from each field in season equal to twice the domain's soil rating.

Gatherers may harvest raw moly from the appropriate mine in the same way they harvest resources from fields and orchards. Once the component ores have been depleted, the mine is dry unless a forester can successfully expand it.

Fiber Field

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Field	1 Rock 1 Timber 6 Fiber	1 Timber	1 Timber 3 Fiber
Prerequisite None			

Harvests in April, November, and December.

Grain Field

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Field	1 Rock 1 Timber 6 Fiber	1 Timber	1 Timber 3 Fiber
Prerequisite None			

Harvests in June, July, and October. Target number of 2 rather than 3 when harvesting.

Vegetable Field

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Field	1 Rock 1 Timber 6 Fiber	1 Timber	1 Timber 3 Fiber
Prerequisite None			

Gatherers may choose to generate grain or vegetables.
Harvests in January, February, and March.

Orchard

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Field	1 Rock 1 Timber 6 Fiber	1 Timber	1 Timber 3 Fiber
Prerequisite None			

Gatherers may choose to generate grain or fruit.
Harvests in May, August, and September.

Plowteam Shed

Builder	*Cost*	*Upkeep*	*Repair*
Mason	4 Blocks 8 Timber 10 Fiber 7 Hardware 7 Lamp Oil	1 Blocks 2 Lumber 2 Fiber	10 Fiber 4 Hardware 5 Lamp Oil
Prerequisite None			

Gatherers working on a domain with at least one Plowteam Shed gain one extra tradesman die and one extra accident die.

Safety Harness Shack

Builder	*Cost*	*Upkeep*	*Repair*
Mason	4 Blocks 8 Timber 10 Fiber 1 Harnesses 7 Lamp Oil	1 Blocks 2 Lumber 2 Fiber	10 Fiber 5 Lamp Oil 1 Harnesses
Prerequisite None			

All field or timber stand accidents results are reduced by 3 on a domain with at least one Safety Harness Shack.

Rest Shed

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	6 Blocks 14 Timber 10 Cloth 3 Padding	1 Blocks 2 Lumber 1 Cloth	6 Lumber 3 Padding 5 Cloth
Prerequisite None			

Tradesmen working on a domain with at least one Rest Shed reduce cycle penalties by 1 but increase accident results by 2.

Mine (Moly)

Builder	*Cost*	*Upkeep*	*Repair*
Forester	10 Timber 2 Hardware	3 Timber	5 Timber 1 Hardware
Prerequisite None			

Wool Shed

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Fiber Silos	5 Rock 15 Timber	2 Timber	2 Rock 8 Timber
Prerequisite			
None			

Stores 50 fiber.

Corn Crib

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Grain Silos	5 Rock 15 Timber	2 Timber	2 Rock 8 Timber
Prerequisite			
None			

Stores 50 Grain.

Timberjack and Timberjack Buildings
Timberjacks' main work is in timberstands harvesting timber. Each timberstand may yield up to the domain's timber rating in timber per day. Timberjacking is dangerous work and rolls one extra accident dice.

Timberjacks may harvest raw lotus from the appropriate mine in the same way they harvest timber from timber camps. Once the component ores have been depleted, the mine is dry unless a forester can successfully expand it.

Timber Stand

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Timber Stand	2 Rock 6 Timber	1 Timber	1 Rock 3 Timber
Prerequisite			
None			

Safety Harness Shack

Builder	*Cost*	*Upkeep*	*Repair*
Mason	4 Blocks 8 Timber 10 Fiber 1 Harnesses 7 Lamp Oil	1 Blocks 2 Lumber 2 Fiber	10 Fiber 5 Lamp Oil 1 Harnesses
Prerequisite			
None			

All field or timber stand accidents results are reduced by 3 on a domain with at least one Safety Harness Shack.

Rest Shed

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	6 Blocks 14 Timber 10 Cloth 3 Padding	1 Blocks 2 Lumber 1 Cloth	6 Lumber 3 Padding 5 Cloth
Prerequisite			
None			

Tradesmen working on a domain with at least one Rest Shed reduce cycle penalties by 1 but increase accident results by 2.

Mine (Lotus)

Builder	*Cost*	*Upkeep*	*Repair*
Forester	10 Timber 2 Hardware	3 Timber	5 Timber 1 Hardware
Prerequisite			
None			

Log Pile

Builder	*Cost*	*Upkeep*	*Repair*
Engineer: Timber Silos	5 Rock 15 Timber	2 Timber	2 Rock 8 Timber
Prerequisite			
None			

Stores 50 timber.

RESOURCE PROCESSORS

Stonecutter and Stonecutter Buildings
Stonecutters process stone into blocks at a block yard. Due to limited space, only so many stones can be cut in a blockyard per day, according to the throughput of the blockyard. Stonecutters roll two extra accident dice.

Block Yard I

Builder	*Cost*	*Upkeep*	*Repair*
Mason	25 Rock 5 Timber 2 Hardware	5 Rock 1 Timber	12 Rock 2 Timber 2 Hardware
Prerequisite None			

Requires 2 power. Throughput of 20.

Block Yard II

Builder	*Cost*	*Upkeep*	*Repair*
Mason	25 Blocks 5 Lumber 1 Braces 4 Steel	5 Blocks 1 Lumber	15 Blocks 1 Braces 1 Steel
Prerequisite Block Yard I			

Requires 5 power. Throughput of 60.

Block Hoist

Builder	*Cost*	*Upkeep*	*Repair*
Mason	10 Blocks 10 Lumber 20 Fiber 1 Braces	1 Blocks 1 Lumber 4 Fiber	4 Lumber 1 Braces 20 Fiber
Prerequisite Bock Yard			

Requires 2 power. Block Yards with at least one Block Hoist attached grant one extra tradesman die and generate one extra accident die.

Stack Binding

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	2 Blocks 8 Lumber 10 Fiber 2 Braces	1 Blocks 1 Lumber 2 Fiber	4 Lumber 1 Braces 10 Fiber
Prerequisite Block Yard			

Block Yards with at least one Stack Binding attached reduce accident totals by 3.

Storage Shed

Builder	*Cost*	*Upkeep*	*Repair*
Mason	10 Rock 5 Timber 1 Hoops	2 Rock 1 Timber	4 Rock 2 Timber 1 Hoops
Prerequisite None			

Stores 25 resources or parts of any kind.

Butcher and Butcher Buildings
Butchers can transform animals into meat and hide. For each animal slaughtered, the butcher can create one unit of meat at the butchery and one unit of hide at the tannery, but fatigue penalties are cumulative across the two workshops. At the end of the day, carcasses and hides not processed are lost. The throughput of the tannery and the butcher shop limit how many animals can be processed at each by all of the butchers using them every day. Butchers roll two extra accident dice.

Butchery I

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	10 Rock 20 Timber 2 Hardware 1 Steel	2 Rock 4 Timber	5 Rock 10 Timber 2 Hardware
Prerequisite None			

Throughput of 20.

Whetstone

Builder	*Cost*	*Upkeep*	*Repair*
Mason	8 Blocks 2 Lumber 3 Hardware 2 Hoops	2 Blocks 1 Lumber	2 Blocks 2 Hoops
Prerequisite Butchery			

Requires 1 power. Butcheries with at least one Whetstone attached reduce fatigue penalties by 1 but increase accident results by 2.

Sausage Grinder

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	2 Blocks 2 Lumber 3 Hardware 1 Gearings	1 Blocks 1 Lumber	1 Gearings
Prerequisite Butchery			

Butchers working in butcheries with at least one Whetstone attached prevent the loss of one resource from failure per cycle.

Tannery I

Builder	*Cost*	*Upkeep*	*Repair*
Mason	10 Rock 20 Timber 2 Fiber 3 Alum	2 Rock 4 Timber	5 Rock 10 Timber 2 Alum
Prerequisite None			

Throughput of 20.

Exhaust Vent

Builder	*Cost*	*Upkeep*	*Repair*
Mason	8 Blocks	2 Blocks	2 Blocks
Prerequisite	4 Lumber	1 Lumber	2 Hoops
Tannery	3 Bronze		
	3 Pulse Gem		

Tanneries with at least one Exhaust Vent attached reduce the result of accidents by 3.

Scraping Wheel

Builder	*Cost*	*Upkeep*	*Repair*
Mason	6 Blocks	1 Blocks	1 Gearings
Prerequisite	4 Lumber	1 Lumber	
Tannery	1 Gearings		

Requires 1 power. Tanneries with at least one Scraping Wheel attached reduce fatigue penalties by one but increase accident results by 2.

Storage Shed

Builder	*Cost*	*Upkeep*	*Repair*
Mason	10 Rock	2 Rock	4 Rock
Prerequisite	5 Timber	1 Timber	2 Timber
None	1 Hoops		1 Hoops

Stores 25 resources or parts of any kind.

Weaver and Weaver Buildings
Weavers transform fiber into cloth at weaveries, and the daily production at each weavery is limited by its throughput. Weavers roll one extra accident die.

Weavery I

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	15 Rock 15 Timber 2 Hardware	3 Rock 3 Timber	8 Rock 8 Timber 1 Hardware
Prerequisite None			

Throughput of 20.

Weavery II

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	15 Blocks 15 Lumber 2 Hoops 4 Stain	3 Blocks 3 Lumber	8 Blocks 8 Lumber 2 Hoops
Prerequisite Weavery I			

Throughput of 60.

Great Loom

Builder	*Cost*	*Upkeep*	*Repair*
Mason	2 Blocks 8 Lumber 2 Axels	1 Blocks 2 Lumber	5 Lumber 1 Axels
Prerequisite Weavery			

Requires 2 power. Weavers working in a weaver with at least one Great Loom attached gain one tradesman die per trade cycle and one accident die per accident.

Powered Shuttle

Builder	*Cost*	*Upkeep*	*Repair*
Mason	10 Blocks 15 Lumber 2 Levers	1 Blocks 3 Lumber	5 Blocks 8 Lumber 1 Levers
Prerequisite Weavery			

Requires 1 power. Weaveries with at least one Powered Shuttle attached reduce fatigue penalties by one but increase accident results by 2.

Storage Shed

Builder	*Cost*	*Upkeep*	*Repair*
Mason	10 Rock 5 Timber 1 Hoops	2 Rock 1 Timber	4 Rock 2 Timber 1 Hoops
Prerequisite None			

Stores 25 resources or parts of any kind.

Miller and Miller Buildings
Millers transform timber into timber at timbermills and grain into flour at grainmills. The production each day at each mill is limited by its throughput. Milling is a dangerous profession, and millers roll two extra accident dice.

Grain Mill I

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	10 Rock 10 Timber 1 Axels	2 Rock 4 Timber	4 Timber 1 Axels
Prerequisite None			

Requires 1 power. Throughput of 20.

Grain Mill II

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	10 Blocks 20 Lumber 1 Levers 2 Brakes	2 Blocks 4 Lumber	5 Blocks 10 Lumber 2 Breaks
Prerequisite Grain Mill I			

Requires 4 Power. Throughput of 60.

Powered Stone

Builder	*Cost*	*Upkeep*	*Repair*
Mason	8 Blocks 2 Lumber 2 Axels	3 Blocks 1 Lumber	5 Blocks 1 Axels
Prerequisite Grain Mill			

Requires 2 power. Millers working in grain mills with at least one Powered Stone attached gain one extra trade die per cycle and one extra accident die per accident.

Elevated Transmission

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	4 Blocks 8 Lumber 1 Braces 4 Hardware	1 Blocks 2 Lumber	4 Lumber 1 Braces
Prerequisite Grain Mill			

Grain mills with at least one Elevated Transmission attached reduce accident results by 3.

Lumber Mill I

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	15 Rock 15 Timber 1 Levers 1 Hardware	3 Rock 3 Timber	7 Rock 7 Timber 1 Levers
Prerequisite None			

Requires 2 power. Throughput of 20.

Lumber Mill II

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	20 Blocks	3 Blocks	5 Blocks
Prerequisite	20 Lumber	3 Lumber	10 Lumber
Lumber Mill I	1 Gearings		1 Gearings
	1 Breaks		

Requires 6 power. Throughput of 60.

Circular Saw

Builder	*Cost*	*Upkeep*	*Repair*
Mason	2 Blocks	1 Blocks	2 Lumber
Prerequisite	6 Lumber	2 Lumber	1 Gearings
Lumber Mill	1 Axels		
	1 Gearings		

Requires 2 power. Millers working in lumber mills with at least one Circular Saw attached gain one extra trade die per cycle and one extra accident die per accident.

Timber Crane

Builder	*Cost*	*Upkeep*	*Repair*
Mason	8 Blocks	1 Blocks	8 Lumber
Prerequisite	12 Lumber	2 Lumber	1 Braces
Lumber Mill	14 Fiber	2 Fiber	10 Fiber
	1 Braces		
	2 Hardware		

Requires 1 power. Lumber Mills with at least one Timber Crane attached reduce fatigue penalties by one but increase accident results by 2.

Storage Shed

Builder	*Cost*	*Upkeep*	*Repair*
Mason	10 Rock	2 Rock	4 Rock
Prerequisite	5 Timber	1 Timber	2 Timber
None	1 Hoops		1 Hoops

Stores 25 resources or parts of any kind.

SPECIALISTS

Prospector and Prospector Buildings
Prospectors can survey a domain in 30 minutes for rock. A prospector can spend a trade cycle with a group of miners to add one die to everyone's roll and, in the case of an accident, can choose to add or subtract one from any accident roll. This bonus is not cumulative with other prospectors.

Prospectors may spend 30 minutes to assay a domain for iron (grey), rubedo (red), orichalcum (blue), baetylus (orange), xirdalium (purple), and marzanite (black).

Mine (Iron, Rubedo, Orichalcum, Baetylus, Xirdalium, or Marzanite)

Builder	*Cost*	*Upkeep*	*Repair*
Prospector	10 Timber 2 Hardware	3 Timber	5 Timber 1 Hardware
Prerequisite			
None			

Forester and Forester Buildings
Foresters can survey a domain in 30 minutes for timber. A forester can spend a trade cycle with a group of timberjacks to add one die to everyone's roll and, in the case of an accident, can choose to add or subtract one from any accident roll. This bonus is not cumulative with other foresters.

Foresters may spend 30 minutes to assay for lotus (green), moly (white), or lyngurium (yellow).

Mine (Lyngurium, Molly, Lotus)

Builder	*Cost*	*Upkeep*	*Repair*
Rancher	10 Timber 2 Hardware	3 Timber	5 Timber 1 Hardware
Prerequisite			
None			

Farmer
Farmers can survey a domain in 30 minutes for soil. A farmer can spend a trade cycle with a group of gatherers to add one die to everyone's roll and, in the case of an accident, can choose to add or subtract one from any accident roll. This bonus is not cumulative with other farmers.

Rancher
Ranchers can survey a domain in 30 minutes for water. A rancher can spend a trade cycle with a group of herders to add one die to everyone's roll and, in the case of an accident, can choose to add or subtract one from any accident roll. This bonus is not cumulative with other ranchers. Ranchers can also spend an hour and an engineer heroic to roll a six-sided die. The number rolled is the number of new animals either tamed or birthed into a domain's herd.

Mason
Masons build many different buildings to support several different professions. Some advanced buildings require two heroics, one each from a mason and a carpenter. Masons can also process baetylus ore into baetylus.

Carpenter
Carpenters build many different buildings to support several different professions. Some advanced buildings require two heroics, one each from a mason and a carpenter.

Jeweler
In addition to creating several parts (see Appendix 1), jewelers refine rubedo and lyngurium

Herbalist
In addition to creating several parts (see Appendix 1), herbalists refine raw moly and raw lotus.

Metallurgist
In addition to creating several parts (see Appendix 1), metallurgists refine iron and orichalcum.

Chemist
In addition to creating several parts (see Appendix 1), chemists convert xirdalium and marzanite.

Tailor
Tailors can create tents in which up to two people can sleep.
Tailors create several parts (see Appendix 1).

Cook
Cooks create several meals that can used to grant entire work crews of up to eight people a buff when they take an Encounter Break together to consume the meal.

Bread	Buff: Reduce accident results you generate by one.
Porridge	Buff: Save one resource per trade cycle when you miss your success number.
Cutlet	Buff: If you have eaten at least one cutlet, reduce your fatigue penalty by one. Lasts until the end of the day.
Soup	Heroic Buff: Heal 1 after every Encounter Break. Lasts until the end of the day.
Stew	Buff: gain one Toughness. Lasts until the end of the day.
Pie	Buff: Regain one Advanced Ability at the end of your next Encounter Break. This buff may only be used once per day.

See Appendix 1 for costs.

OTHER BUILDINGS

CRAFTER BUILDINGS

Artisan Shop (Engineer, Smith, Enchanter, Apothecary)

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	10 Blocks	1 Blocks	5 Blocks
Prerequisite	20 Lumber	2 Lumber	10 Lumber
None	3 Hardware		2 Lamp Oil
	2 Lamp Oil		

Crafters working in an appropriate Artisan Shop reduce their crafting time by one third.

Refinery I (Engineer, Smith, Enchanter, Apothecary)

Builder	*Cost*	*Upkeep*	*Repair*
Mason	10 Blocks	1 Blocks	5 Blocks
Prerequisite	10 Lumber	1 Lumber	5 Lumber
Artisan Shop (Type)			

Crafters refining components in an appropriate Artisan Shop with an attached Refinery I refine 8 component ore instead of 4 per use of their Masterpiece.

Refinery II (Engineer, Smith, Enchanter, Apothecary)

Builder	*Cost*	*Upkeep*	*Repair*
Mason	20 Blocks	3 Blocks	15 Blocks
Prerequisite	10 Lumber	1 Lumber	6 Hardware
Refinery I	12 Hardware	1 Grey	3 Mirrorite
	1 Heat Gem		
	3 Mirrorite		

Crafters refining components in an appropriate Artisan Shop with an attached Refinery II refine 20 component ore instead of 4 per use of their Masterpiece.

STABLES

Anyone can move resources from one domain to another, but because a unit of resources represents a large amount of material, it takes one person an hour to move a unit of resources across a domain on foot. Stables, which house teams of draft animals and their carts or even mechanical engines, will significantly improve travel time, but require roads in every domain traversed. Each level of stable allows more goods to be moved, but needs roads of at least the same level as the stable. Smaller stables can be better in areas with poor roads, but trains are hard to beat for moving resources where railroads have been established.

Stables I

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	10 Rock	1 Rock	6 Rock
Prerequisite	10 Timber	1 Timber	6 Timber
None	4 Animal	1 Animal	1 Animal

Move 5 units of resources or parts at a rate of 10 minutes per domain traversed, including domains of origin and destination. Requires at least Road I in each domain traversed.

Stables II

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	10 Rock	2 Rock	6 Rock
Prerequisite	20 Timber	4 Timber	12 Timber
Stable I	8 Animal	2 Animal	1 Hoops
	1 Hoops		
	6 Leather		

Move 10 units of resources or parts at a rate of 10 minutes per domain traversed, including domains of origin and destination. Requires at least Road II in each domain traversed.

Stables III

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	20 Blocks	3 Blocks	12 Blocks
Prerequisite	20 Lumber	3 Lumber	15 Lumber
Stable II	12 Animal	3 Animal	1 Hoops
	2 Hoops		
	12 Leather		

Move 20 units of resources or parts at a rate of 10 minutes per domain traversed, including domains of origin and destination. Requires at least Road III in each domain traversed.

ROADS

Road I

Builder	*Cost*	*Upkeep*	*Repair*
Mason	15 Rock	1 Rock	8 Rock
Prerequisite			
None			

Requires Domain rock and water attributes less than 10 to function. Does not occupy an acre.

Road II

Builder	*Cost*	*Upkeep*	*Repair*
Mason	40 Rock	4 Rock	20 Rock
Prerequisite	15 Timber		8 Timber
Road I			

Requires Domain rock and water attributes less than 8 to function. Does not occupy an acre.

Road III

Builder	*Cost*	*Upkeep*	*Repair*
Mason	40 Blocks	4 Blocks	20 Blocks
Prerequisite			
Road II			

Domain rock and water attributes less than 6 to function. Does not occupy an acre.

POWER BUILDINGS

Power buildings make power available to all structures on the domain, but if the power needed by all buildings in repair on a domain is more than is produced, no buildings which use power will function.

Water Wheel I

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	4 Rock 25 Timber 1 Levers	1 Rock 2 Timber	10 Timber 1 Levers
Prerequisite None			

Produces 3 Power while the Domain water trait is above 4.

Water Wheel II

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter and Mason	10 Blocks 30 Lumber 1 Transmission	1 Blocks 3 Lumber	10 Lumber 1 Transmission
Prerequisite Water Wheel I			

Produces 7 Power while the Domain water trait is above 6.

Mule Wheel

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	4 Rock 8 Timber 8 Fiber 4 Animal 2 Hardware	4 Timber 1 Animal	8 Timber 4 Animals 1 Hardware
Prerequisite None			

Produces 2 Power.

Windmill I

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	4 Rock 12 Timber 1 Axels	1 Rock 3 Timber	4 Timber 1 Axels
Prerequisite None			

Produces 3 Power while the Domain rock trait is below 7.

Windmill II

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter and Mason	10 Blocks 20 Lumber 1 Transmission 1 Gearings	2 Blocks 4 Lumber	8 Lumber 1 Transmission
Prerequisite Windmill I			

Produces 7 Power while the Domain rock and timber traits are below 5.

HOUSING

Cabin

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	10 Rock	1 Rock	10 Timber
Prerequisite	20 Timber	2 Timber	1 Levers
None	20 Fiber		

Indoor sleeping for 4.

Cottage

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter	10 Blocks	1 Blocks	10 Timber
Prerequisite	20 Lumber	1 Lumber	1 Levers
None	15 Cloth	1 Cloth	

Indoor sleeping for 8.

Inn

Builder	*Cost*	*Upkeep*	*Repair*
Carpenter and Mason	20 Blocks	2 Cloth	10 Blocks
Prerequisite	30 Lumber	4 Flour	20 Lumber
None	40 Flour	1 Meat	40 Flour
	30 Cloth		
	3 Pewter		
	5 Meat		

Indoor sleeping for 20.

Appendix 1: Parts

Herbalist	Seeds	8 Green
	Lubricant	1 Green
	Salve	1 Purple
	Lamp Oil	1 Yellow
	Alum	1 Blue
Chemist	Explosive	8 Orange
	Fertilizer	8 Red
	Acid	1 Green
	World Bite	8 Black
	Stain	1 Yellow
Metallurgist	Bronze	1 Grey, 1 Red
	Electrum	1 Grey, 1 Yellow
	Pewter	1 Grey, 1 Blue
	Steel	1 Grey, 1 Orange
	Mirrorite	1 Grey, 1 White
	Meteorite	1 Grey, 1 Black
Jeweler	Power Gem (Yellow)	3 Yellow
	Heat Gem (Red)	3 Red
	Focus Gem (Blue)	3 Blue
	Dire Gem (Black)	3 Black
	Pulse Gem (White)	3 White
	Dreamstone (Purple)	3 Purple
Tailor	Padding	10 Fiber
	Harness	10 Leather
	Uniforms	10 Cloth
	Tent	10 Leather, 10 Cloth
Smith	Hardware	1 Grey
	Hoops	4 Grey
	Braces	8 Grey
Engineer	Gearings	8 Grey, 8 Bronze
	Axles	4 Pewter
	Transmissions	16 Steel
	Brakes	2 Electrum
	Steam Engine	32 Steel
	Lever	2 Electrum
Apothecary	Life Potion	See Book of Things
	Healing Potion	See Book of Things
	Slipping Potion	See Book of Things
	Sticking Potion	See Book of Things
Enchanter	Monolith (White)	1 White
	Glowstone (Purple)	2 Purple
	Heartstone (Orange)	1 Orange
	Wellspring	8 Blue
Cook	Bread	2 Flour
	Porridge	3 Flour, 2 Milk, 1 Fruit
	Cutlet	1 Bread, 3 Meat
	Soup	2 Grain, 2 Vegetable
	Stew	2 Grain, 2 Vegetable, 2 Fruit, 3 Meat
	Pie	3 Flour, 5 Meat, 4 Vegetables, 3 Milk