

Name: Bauwer Baum  
Size: 3.5 km<sup>2</sup>  
Population: ~1094  
Population demographics: Sephi, Human, Humanoid  
Location: Northern Pole, Underground  
Main exports: Iron, Dosh  
Other exports: Titanium  
Main guilds: Miners, Merchants, Technicians

Entrance. The entrance is dug into the side of a frozen cliff. The doors are heated to ensure they open. To reach the colony, one must step on a large platform and be brought down.

#### Main Buildings

Guild Hall: This building doubles as the meeting hall for all three guilds and the place where jobs are assigned. Education is kindergarten through 8th grade. After that, people pick which guild they wish to join. They are given a test and if passed they then work for that guild. Instead of a normal mayor, the colony is run by the three guilds. They hold meetings and discuss the issues that are current and how to solve them.

Air pumps: Being underground, they don't get the normal airflow. They have giant pumps that circulate the air. Large metal cylinders lie outside the entrance. The tops of the cylinders are heated as to prevent ice build up.

Greenhouse: This area provides only a small portion of the colonies food and air. The place is mainly run by the merchants guild.

Generator: The whole colony is powered by this one, large geothermal generator. Besides the air pumps, this is the machine that the Technicians guild ensures is running.

Refinery: The miners guild is the only guild that uses this area, unless the technicians are fixing it. This is where they refine all the metals that are collected. The refined metals are then moved onto giant transport vehicles and then shipped out. All mining gear and vehicles are stored either inside or next to the building.