

Dragon Lairshaping Guide

This guide will list every dragon building available as of 2/2013, and their construction components, properties, sizes, and door positions. You can copy/paste and rotate the MS Office objects to plan your layouts here on PowerPoint instead of using the planning window in-game. There are examples of lairs on the last slides. Machine and storage stats were taken from Wikia, and construction info and proportion info were from in-game. General and misc. info are listed in the beginning, and I added some opinions about each category of buildings.

Misc. Info

- Owning a lair requires a property holder subscription. There's only 1 property (plot or lair) in each property holder subscription. Multiple subs can be combined in the same account.
- If a subscription expires, there is 4-5 weeks before the game empties the property and transfers stored items and 80% of the construction materials as novians into your vault. Meanwhile, the machines/silos may become unusable.
- Selling a lair back to the community before destroying the rooms will cause loss of all novians. There is a warning before selling to community. Rooms remain intact when a lair is sold to another player.
- Novians are recycled construction units. They look the same as the original and take up no "bulk" but use 1 "stack." You can only apply them to your own property, but they can be traded to other players.
- The lairshaping and crystalshaping trainers (Relstaroth and Balennos) are in a cave north of Dralk, around 22583/29852. They sell pretty much all of the lairshaping forms. For T6, you will need to go elsewhere for the master forms of bars/slabs/orbs. You can get those from the Cenotaph NPCs in Eastern Deadland if your skill is 1200+ for that form (usually need crafting scales and 100 dragoncraft to reach that high), or you can buy the forms from Frig Tallowgar in Imperial Outpost with Imperial Rank Tokens. You can get some Rank Tokens from Imperial Outpost quests, or turning in T6 trophies with Scout Burris (stands next to Frig Tallowgar). Frig Tallowgar also gives a token for T6 construction components. It costs about 17 tokens or components for a basic bar/slab/orb form.
- At optimum skill, it takes 2 of the same component to add 1 construction unit to a building. Buffs and crafting scales/crystals will help. Crystals' minimum levels are for current craft school only. Scales' minimum levels can be for any school, including adventure.
- During lairshaping, you will get XP for crafting the final product and for applying the components to the lairs, but not for crafting resources like bars and intermediate products.
- Buildings usually require 2 sets of components: 1 set of the same tier as the building, and 1 set of the tier lower than the building. T1 buildings require 2 sets of T1 components. Each category of buildings use the same # of components.

Misc. Info Cont. 1

-Gathering is the biggest time factor, so having a higher dragoncraft level will help speed up lairshaping. Setting up a routine for where to gather resources and in which order, having a place with good shops and silos, having good scale packs and cargo disks, and using gathering potions and town scrolls also improves efficiency.

-It's better to plan out your lair before setting it up. If you need to destroy a room, you only get 80% of the novians. It is also complicated because you can only add rooms to another room that is connected to the entrance, and you can't remove a room if other rooms rely on it to be connected to the entrance.

-To set up the lair, use the planning tab in the lair window. Open up the list of rooms and select the one to add. You can rotate the rooms and move the attachment points. Press build to commit the room. If you don't "build" the room, the layout in the planning tab may disappear when you close the window.

-Some rooms are limited to 1 per lair. But for those, you can add 1 per tier, and 1 per Helian/Lunus. For example, you can have a Helian and Lunus T2, T4, and T6 libraries, one each but 6 libraries in all.

-Most rooms will not fit in the space directly under the entrance. Many lairs will not fit large rooms in the top level, level 0, because the ceiling is too low.

-Before adding rooms, figure out whether it's going to be useful. If you don't plan to do crafting in your lair, there's no point in adding shops.

-Location and dimensions of the lair can be important, i.e. having a pad and portal nearby or accessible by peds and new players. Double click on the plaque on a plot or the entrance of a lair, and click the community survey button to see a list of properties in the community. Available properties will say "for sale." 24 units is approximately the length of a side of a "block." Rooms will have volumes in multiples of these blocks. The most common lair sizes are x/y/z 120x120x144 and 144x96x144, or 5x5x6 and 6x4x6. Although they technically have 6 levels, the entrance opens to level 0, so these 2 common lairs actually have 7 levels. The length/width of the lair can be important, i.e. you can fit 5 2x2x2 T6 shops side by side in a 6x4 lair but only 4 in a 5x5. A grand hall 4x4x4 will cause some wasted space on the side in a 5x5 lair. However, you can place a 3x3x3 hall and 2 3x2x3 lairs in a 5x5 lair in the same 3 floors, if you don't want a grand hall.

-Lairs have a few disadvantages. Connectivity to the entrance is 1. You can only build 1 room at a time because unfinished rooms have their doors blocked off. There is a mod that replaces the unfinished models with finished models so the doors appear open. Mods are technically against the license agreement. Plots are better than lairs as a crafting site. They are compact so you can usually access the silos while standing in the shop, but lairs are too big for this. However, T6 lair shops give 15 more skill bonus than an expert ped shop. It is easy to get lost in a lair.

-You can set permissions to a room or the entire lair. The strictest permission takes priority. I.E. a guild only lair with a friend only silo will mean only people on your friend list can use the silo. An open lair with a guild only connie, only guild members can use the connie. Keep in mind that your entire friend list has access to friend permissions, and you can't customize the list for each room.

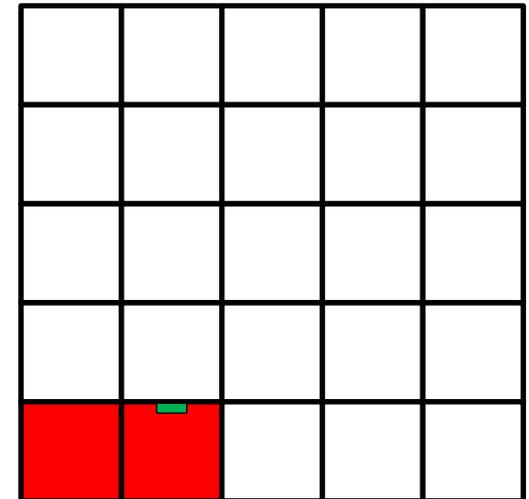
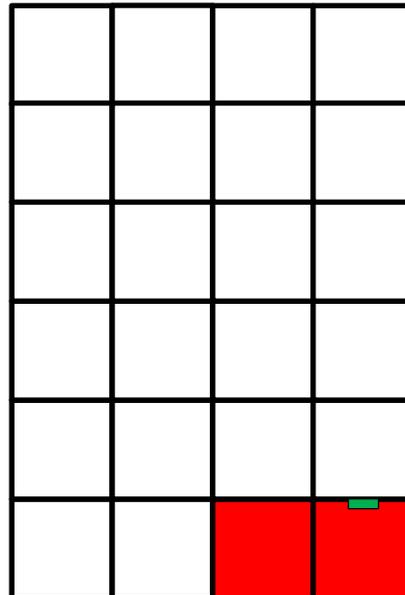
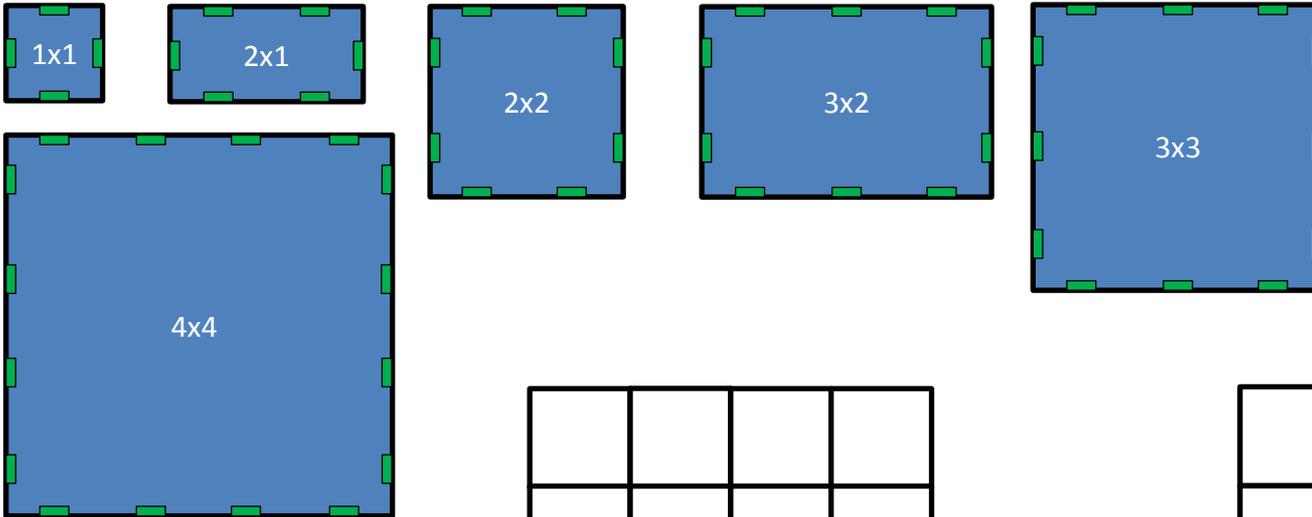
-Lairs and plots occur in settlements and guild regions. Properties can be 10x cheaper in a guild region. Anyone can buy an available property in a settlement, but someone in your guild has to first buy the master plot/lair in a guild region. If the master property is lost by selling to another guild or because of an expired subscription, or the owner changes guild, the other players keep their property until they sell it. Guild regions with a mix of plots and lairs usually have plots as master properties. Lairs as the master property are usually in dragon-only communities. Some of these dragon communities can be impossible for peds or new dragons to get to. Some of these master lairs are much larger than regular lairs.

-Lairs are useful for as a crafting site (although not as good as a nice plot), storing items, and as a place to hang out. If you do not need to do any of these things or another place provides these services for you, building a lair may turn out to be unnecessary work. Even so, if you have some lairshaping levels, you can help your guild with the guild lair.

-Make sure to read the formulas before you start crafting, to prevent making the wrong components. FYI, there are lodestones in the lodestone formula that are not used for any maelstones. Do not make these as you will have wasted your time. Devs have left them alone and will not be removing them.

Block Templates

Dragon buildings come in multiples of 24x24x24m blocks. Here are the templates for the objects used to copy/paste/rotate when you plan your lair. The blue objects represent horizontal cross sections of all available buildings. The green rectangles are doorways. The white text in the middle can be edited. The black and white grids represent the horizontal cross section of a lair with the red boxes being the lair entrance on Level 0. You can edit the fill colors and drag the door to change locations of the entrance. Entrances usually take up 2 boxes but some use 3, and some entrances sit in the middle instead of the corner.



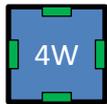
Corridor

Notes: There is only T1 for corridors. Slopes are inefficient as they take up twice as much space as a spiral. Open spirals are better than closed spirals, because players can drop down or fly up. Reverse and corner spirals are open. 4-ways allow for murals or later changes to the layout. I like to place spirals in the same side of the lair so it's faster to get to the bottom of the lair. 3 ways, bends, and straights sometimes fit under the entrance.

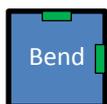
3 Way:
1x1x1



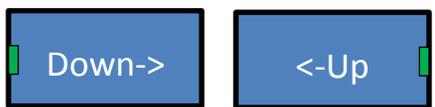
4 Way:
1x1x1



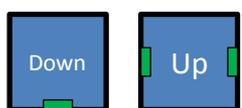
Bend:
1x1x1



Slope:
2x1x2



Spiral
Corner:
1x1x2



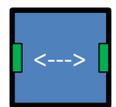
Spiral
Covered
/Open:
1x1x2



Spiral
Reverse:
1x1x2



Straight:
1x1x1



Total Construction Units

Crystalline Lattice	4
Maelstone	4
Flowstone	4
Imbued Bar	10
Primal Essence	4
Excoriations	4

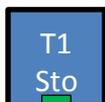
Unusable
space, such as
under the
entrance



Storage

Notes: Bulk increases by 15,000 per tier above T1. Stack is always 1. T1 storage may be most efficient, because it has the most bulk per block, and multi-level storage disrupt the layout in the level below. Higher tiers really are less efficient with bulk per block, but advantages are fewer total components per block, fewer total corridors to construct, fewer storage windows to open, or being able to fill up inaccessible, empty space in the level below. If efficiency is key, build T1's. If you have lots of empty space and hate opening multiple silo windows, use higher tiers.

T1: 1x1x1
25,000
25,000/block



T2: 1x1x2
40,000
20,000/block



T3: 2x1x2
55,000
13,750/block



T4: 2x1x3
70,000
11,666/block



T5: 2x2x2
85,000
10,625/block



T6: 2x2x3
100,000
8,333/block



Total Construction Units

Crystalline Lattice	16
Maelstone	6
Flowstone	6
Imbued Bar	24
Primal Essence	6
Excoriations	16

Library

Notes: Libraries come in only T2, T4, and T6. They all take up about the same amount of space. T2 take up 1.5x1 blocks, and they could be squeezed back to back into a 3x1 space. Only 2 of each tier can be built, 1 Helian version and 1 Lunus. Only forms can be stored here, nothing else. If you hate holding onto forms, don't build these.

T2: 1.5x1x1
100b/50s



Total Construction Units

Crystalline Lattice	32
Maelstone	20
Flowstone	48
Imbued Bar	48
Primal Essence	40
Excoriations	20

T4: 2x1x1
150b/75s



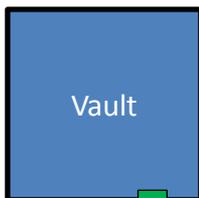
T6: 2x1x1
200b/100s



Vault/Shrine

Notes: There is only T3. Limit of 1 Helian and 1 Lunus. Same # of components needed as library. Shrines probably aren't useful if your lair has no portal nearby. If you recall into your lair, you have to walk/fly really far to the nearest portal. Halls and grand halls have their own shrines. Vaults are useful if there are none nearby.

T3: 2x2x1



Consigner/Pawnbroker

Notes: Higher tiers have fee discounts or higher buybacks. Each tier pair uses the same space, so it's better to use the higher of the pair if possible. Having these in your lair may not be too useful, as the ones in NT, Bristugo, and Clearport seem enough for me. A guild-only connie might be useful for guild members to trade with each other.

Limit 1 Helian and 1 Lunus for each tier.

T1: 2x1x1
17.5% fee, 10 items



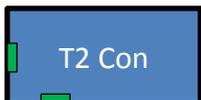
T1: 2x1x1
12.5% buyback



Total Construction Units

Crystalline Lattice	32
Maelstone	20
Flowstone	48
Imbued Bar	48
Primal Essence	40
Excoriations	20

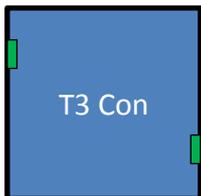
T2: 2x1x1
15% fee, 10 items



T2: 2x1x1
15% buyback



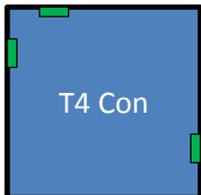
T3: 2x2x1
12.5% fee, 20 items



T3: 2x2x1
17.5% buyback



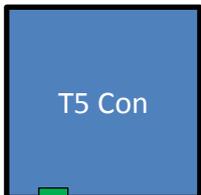
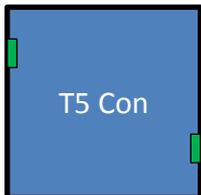
T4: 2x2x1
10% fee, 20 items



T4: 2x2x1
20% buyback



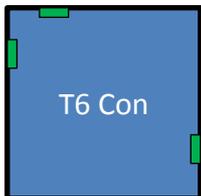
T5: 2x2x2
7.5% fee, 30 items



T5: 2x2x2
22.5% buyback



T6: 2x2x2
5% fee, 30 items

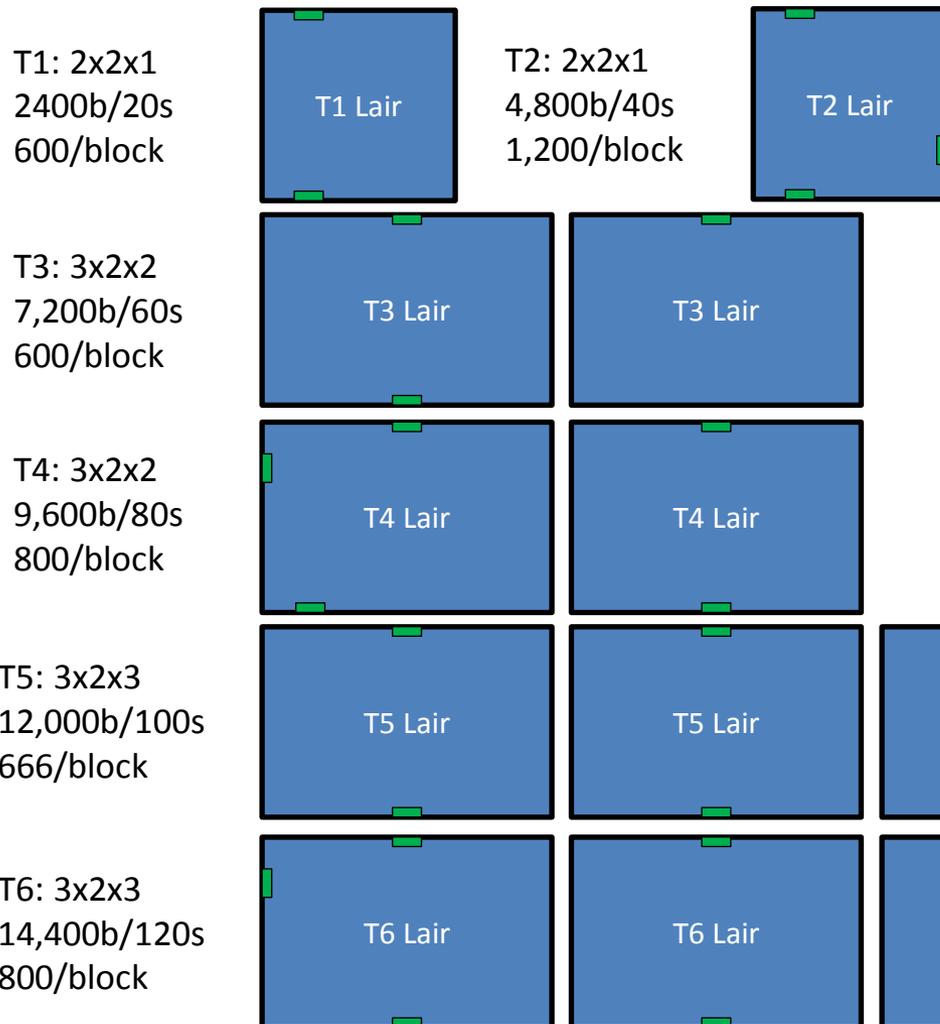


T6: 2x2x2
25% buyback



Lair

Notes: Limit 2 of each tier (1 Helian, 1 Lunus). Lairs are like mini-vaults. Storage efficiency varies, i.e. 2 T2's + 1 T1 would use the same space as 1 T4, but has 2,400 more bulk and 20 more stack. However, that would use 3x as much components, and may need more corridors. If possible, would choose higher of the pair that uses the same space. No shrines included. May not fit in level 0, because of a low ceiling. Cannot place some items in here, like quest items and title stars.

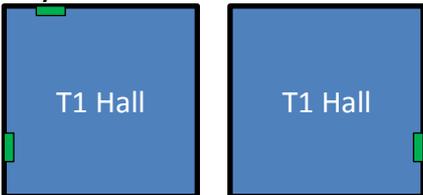
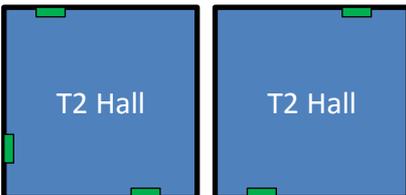


Total Construction Units

Crystalline Lattice	90
Maelstone	40
Flowstone	40
Imbued Bar	150
Primal Essence	60
Excoriations	60

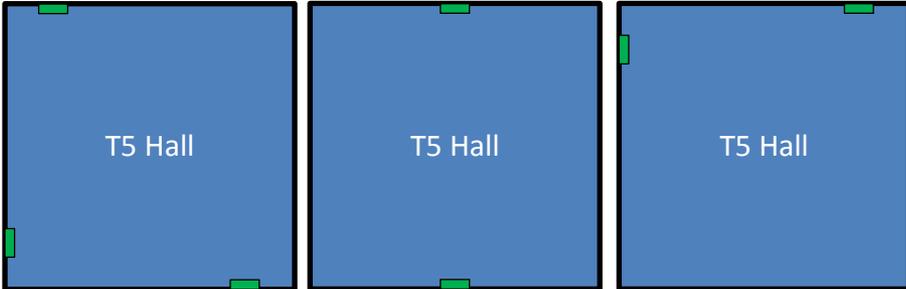
Hall

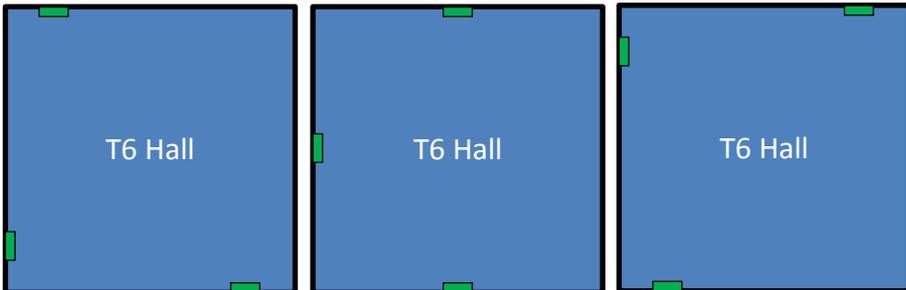
Notes: Limit 2 of each tier (1 Helian, 1 Lunus). These are like lairs, but more bulk and stacks, and comes with a shrine. Uses more volume and components than a shrine. If possible, would choose higher of the pair that uses the same space. May not fit in level 0.

<p>T1: 2x2x2 7200b/60s 900/block</p>		<p>T2: 2x2x2 14,400b/120s 1,800/block</p>	
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<p>T3: 3x2x3 21,600b/180s 1,200/block</p>	
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<p>T4: 3x2x3 28,800b/240s 1,600/block</p>	
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<p>T5: 3x3x3 36,000b/300s 1,333/block</p>	
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<p>T6: 3x3x3 43,200b/360s 1,600/block</p>	
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Total Construction Units

Crystalline Lattice	308
Maelstone	490
Flowstone	350
Imbued Bar	252
Primal Essence	280
Excoriations	350

Grand Hall

Notes: Only T6. Limit 2 (1 Helian, 1 Lunus). Uses lots of space and components (all 6 tiers). Shrine included. Might not fit in level 0. Although storage efficiency is better than any regular hall, grand hall uses 4x the components for an added 16.8k bulk. I don't think it's worth it unless you don't mind spending the time to build it, have the space for it, and want it as a large place for meetings. A 6x4 lair is probably better for one of these, as a 5x5 will leave many blocks unused.

T6: 4x4x4
60,000b/360s
1,875/block



Total Construction Units

Crystalline Lattice	1260
Maelstone	1680
Flowstone	1680
Imbued Bar	840
Primal Essence	840
Excoriations	1680

Total Construction Units

Crystalline Lattice	4
Maelstone	2
Flowstone	2
Imbued Bar	4
Primal Essence	2
Excoriations	2

Mural █

Notes: Murals are for decoration. They require an unused doorway and use the same amounts of components (except for special drops, i.e. myloc queen hair or festival/event items). Special items are returned when destroying a mural. I use a red "door" to represent a mural.

Shops

Notes: Give +15 skill point bonus per tier, from +15 to +90. If possible, choose the higher tier of the pair that use the same space (T2 instead of T1). All shops use the same total # constructions units. Limit 2 per tier (1 Helian, 1 Lunus). Shops and silos on plots are easier to use than in lairs, as stated in misc. info. I would not place these in lairs unless you think someone's going to find them useful. Peds don't have crystal shaping shops.

Smelting (Smelter, Scale Forge)

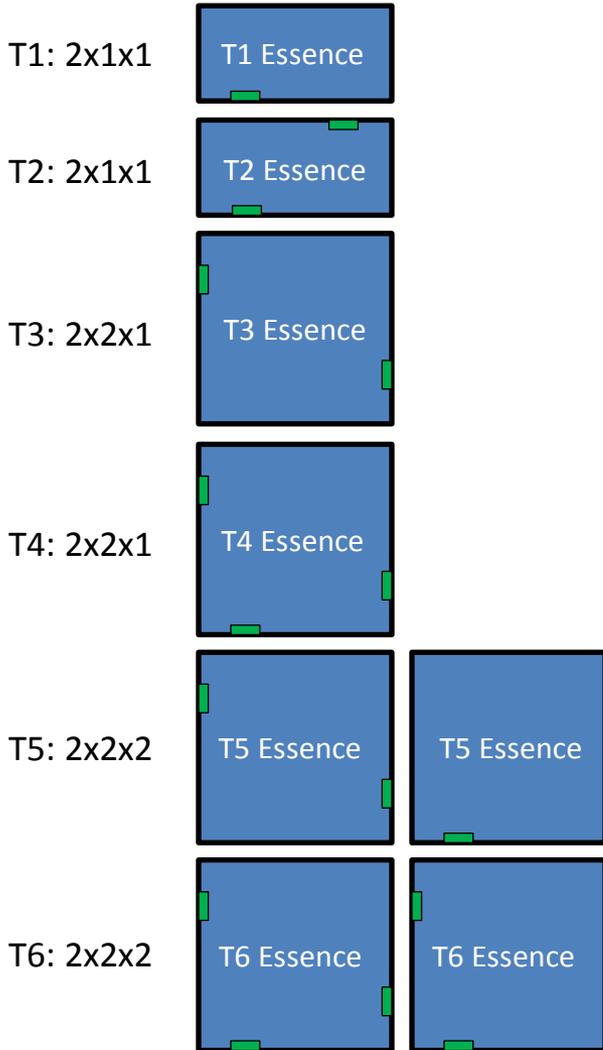
Stoneworking (Stone Cutter, Stoneworking Pedestal)

		Total Construction Units	
T1: 2x1x1		Crystalline Lattice	32
T2: 2x1x1		Maelstone	20
		Flowstone	48
		Imbued Bar	48
T3: 2x2x1		Primal Essence	40
		Excoriations	20
T4: 2x2x1			
T5: 2x2x2			
			
T6: 2x2x2			
			

T1: 2x1x1		
T2: 2x1x1		
T3: 2x2x1		
T4: 2x2x1		
T5: 2x2x2		
T6: 2x2x2		

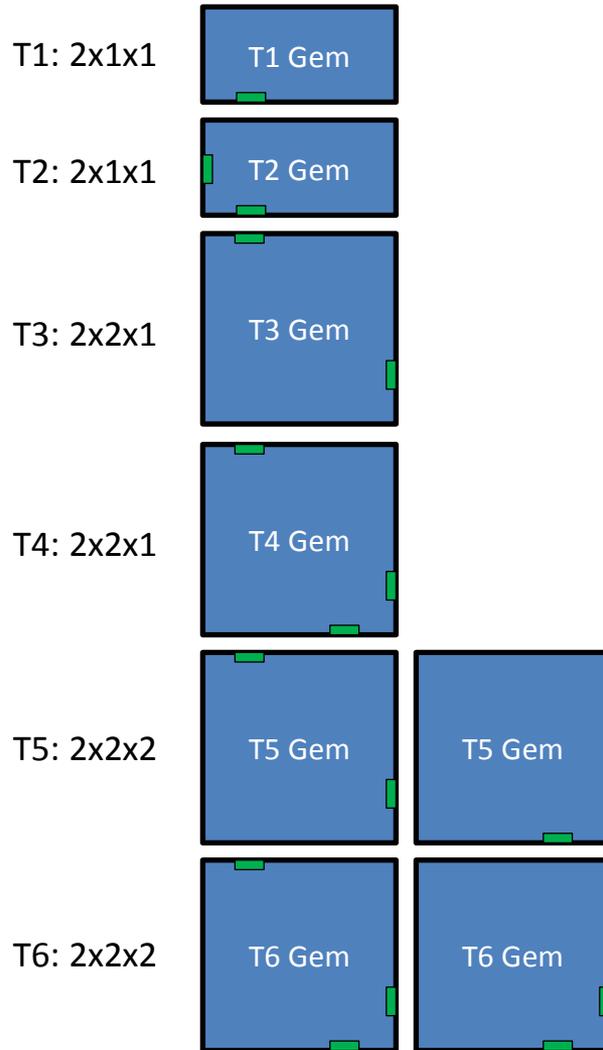
Essence Shaping

(Essence Channeler, Scholar's Desk)

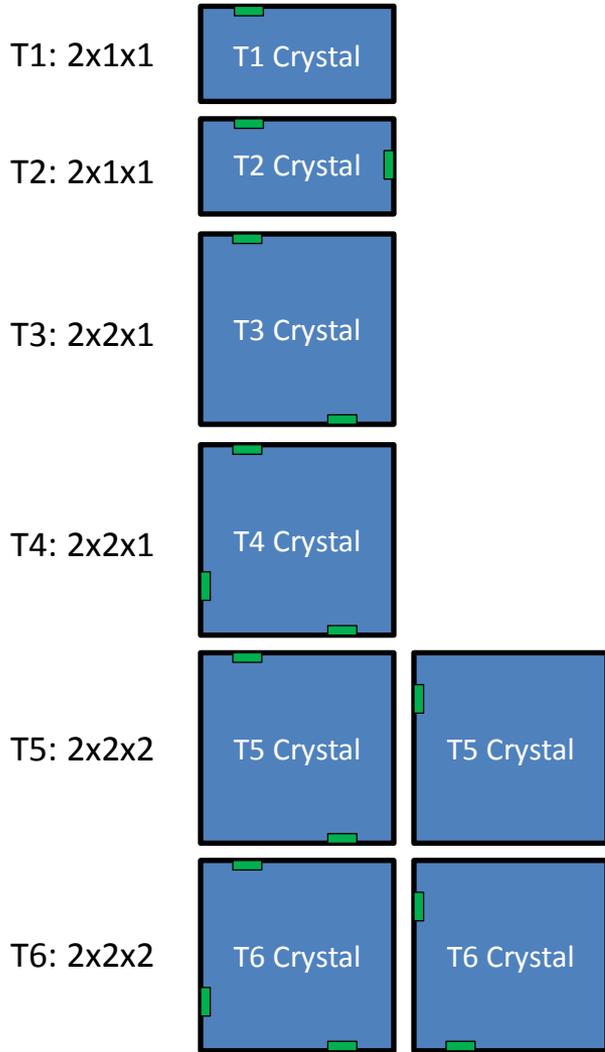


Gem Working

(Gem Cutting Bench)



Crystal Shaping (Crystal Shaper)

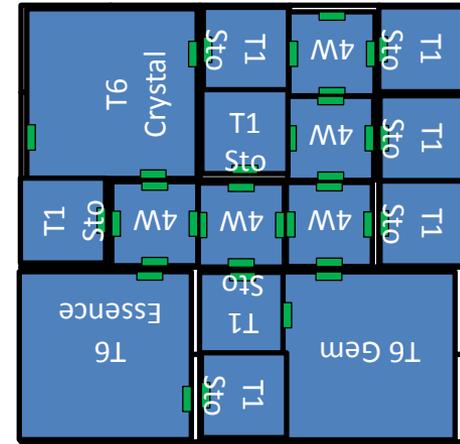
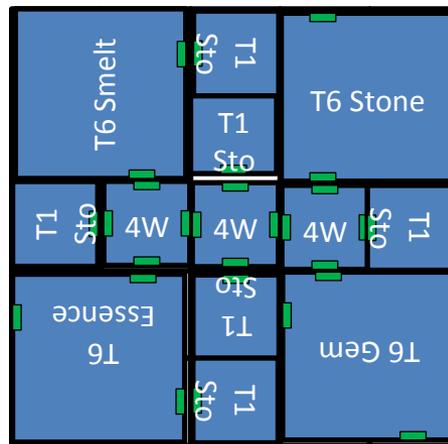
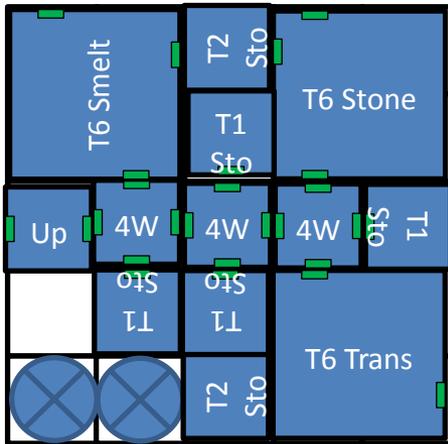
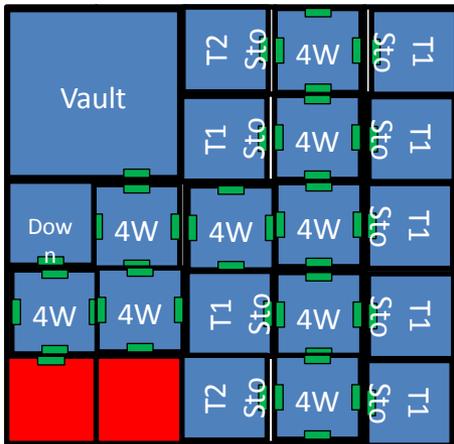


Transmutation (Cauldron)



All transmutation chambers are 2x2x1, with the same doors.

Example 1: These are all lairs I have built or started building and moved/changed. This is an example of a 120x120x144m lair, or 5x5x6. It is for a guild lair with a vault, all T6 shops, a T6 hall for meeting and storage, a T6 lair for more storage, and lots of T1 silos and 4 libraries.

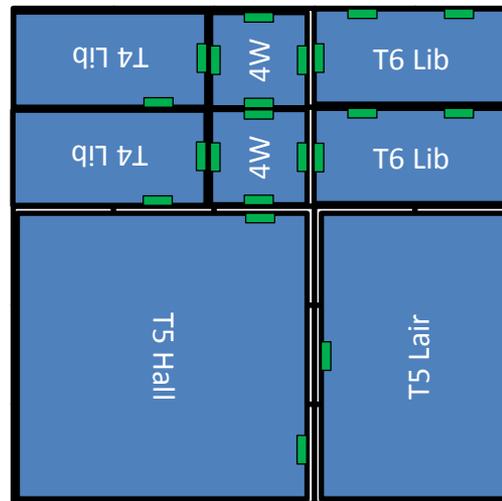
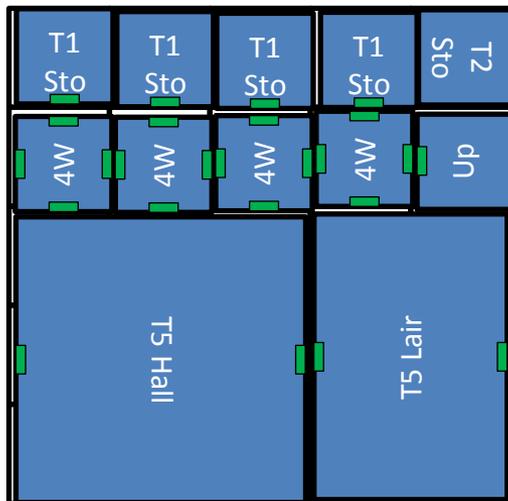
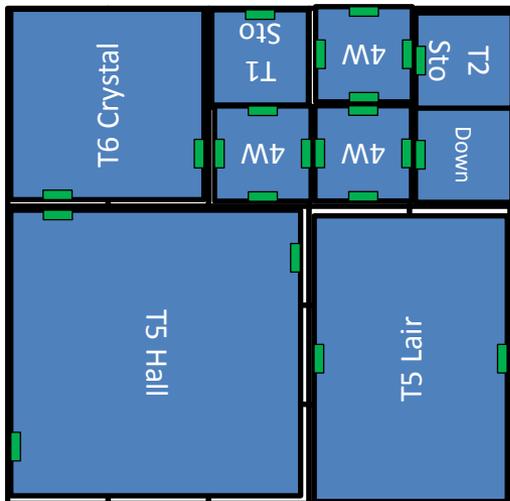


Level 0

Level 1

Level 2

Level 3

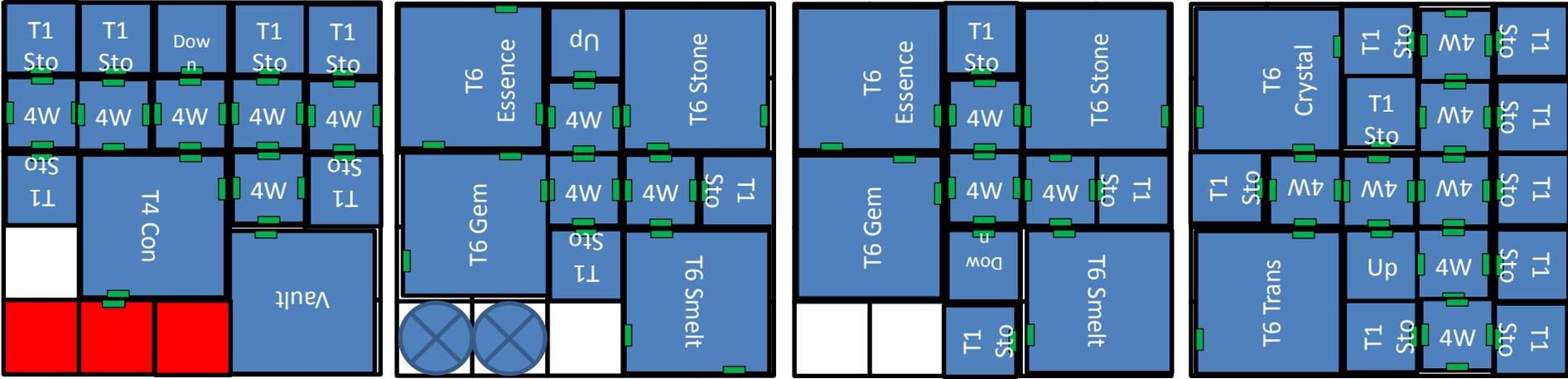


Level 4

Level 5

Level 6

Example 2: This is similar to the previous example, except the entrance is 3 blocks wide, and there's a connie.

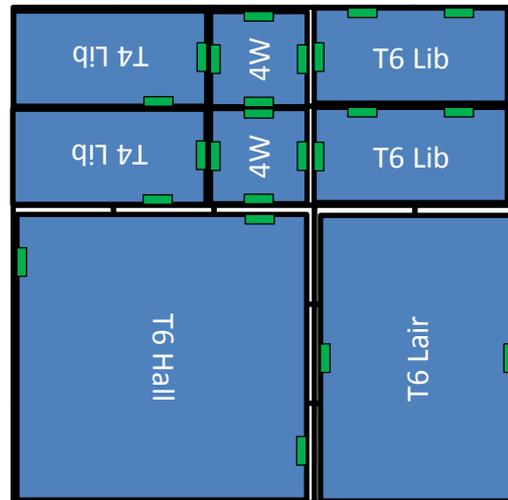
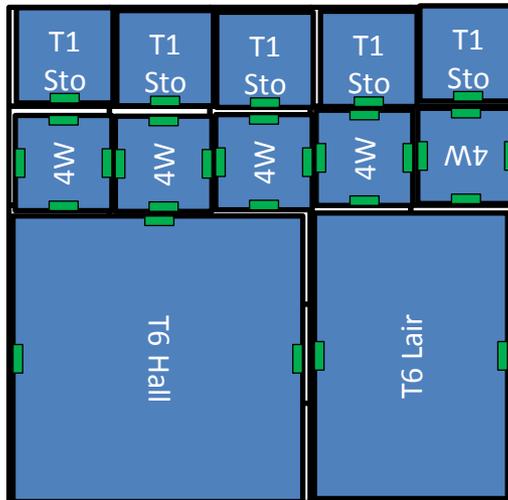
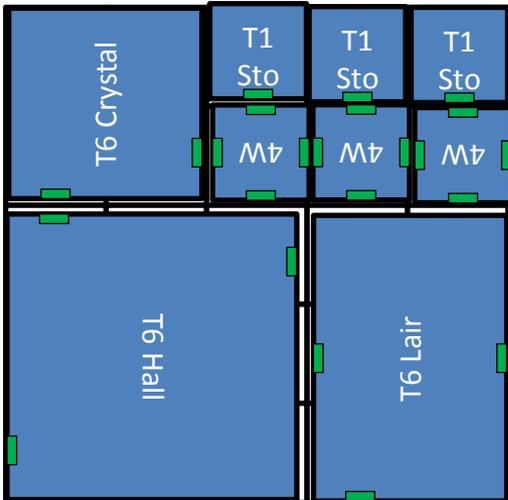


Level 0

Level 1

Level 2

Level 3

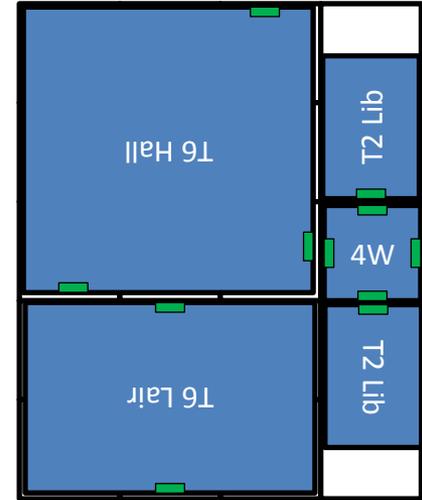
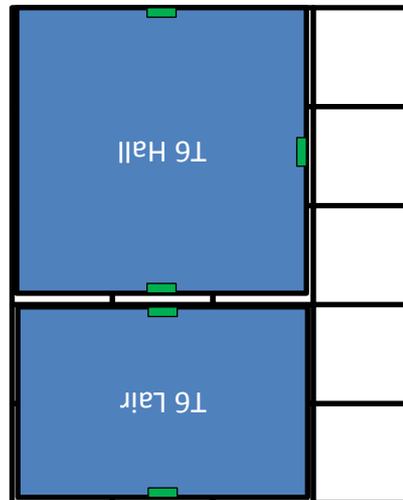
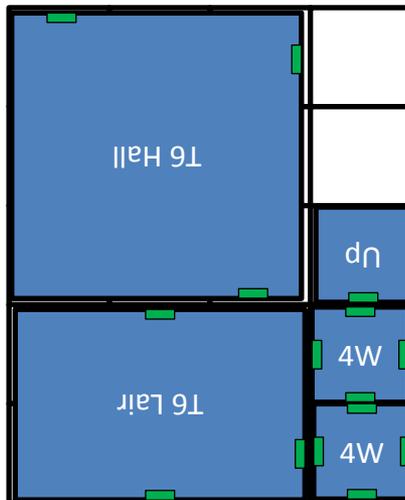
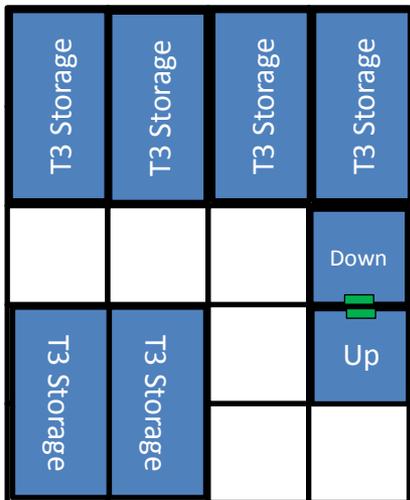
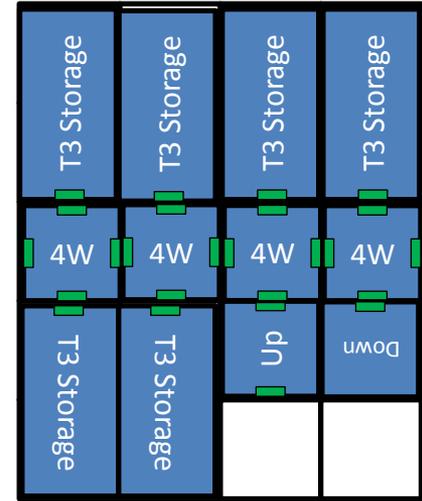
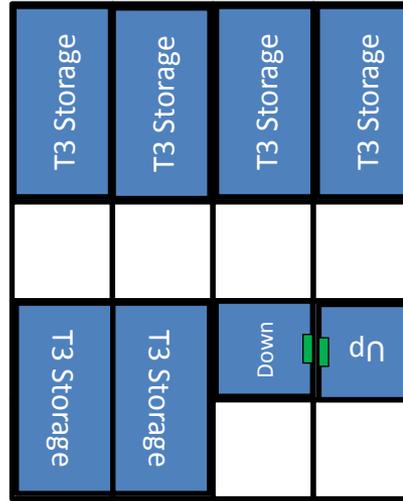
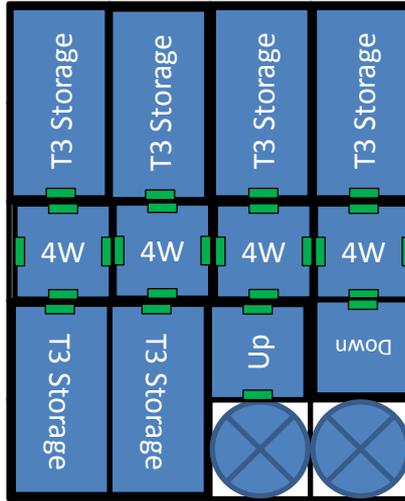
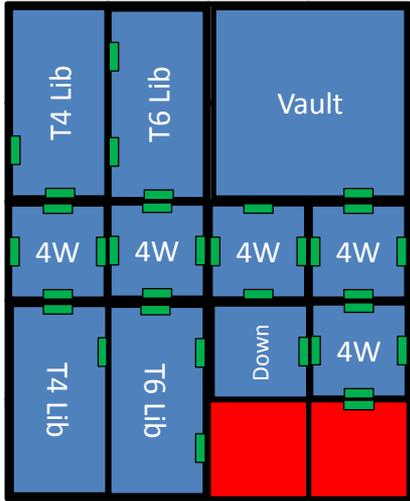


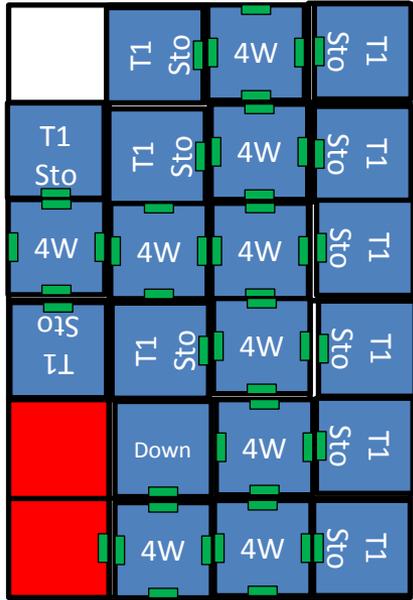
Level 4

Level 5

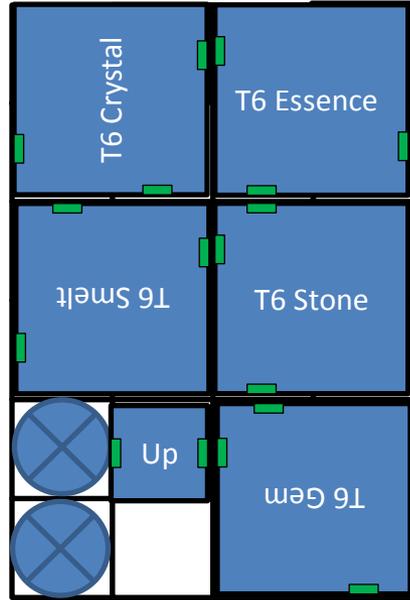
Level 6

Example 3: This was my own lair, although I stopped building after I finished level 0, corridors, and T6 lair, because I figured I didn't really need all the storage. I did not need shops or special rooms, just libraries and a hall and/or lair as an extra vault. I could have made the spirals closer together to make it faster to drop to the bottom.

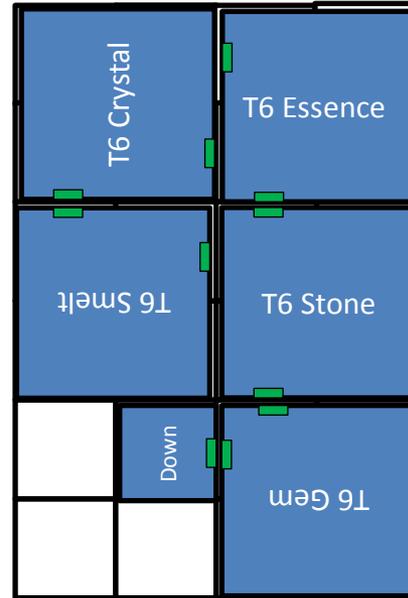




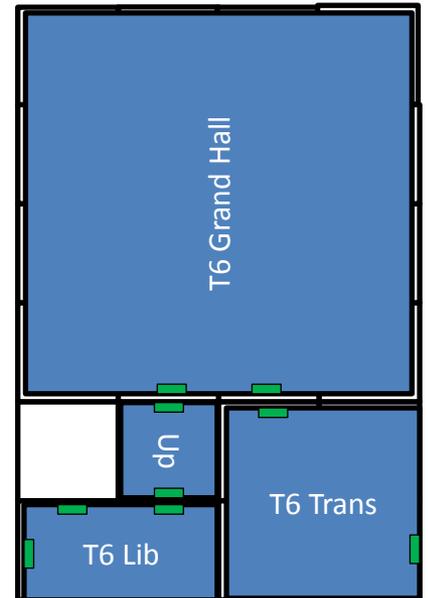
Level 0



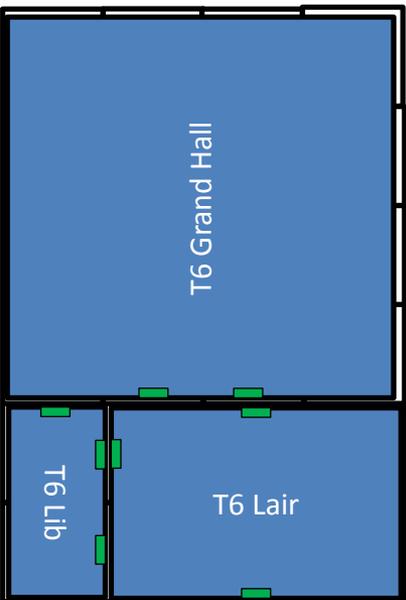
Level 1



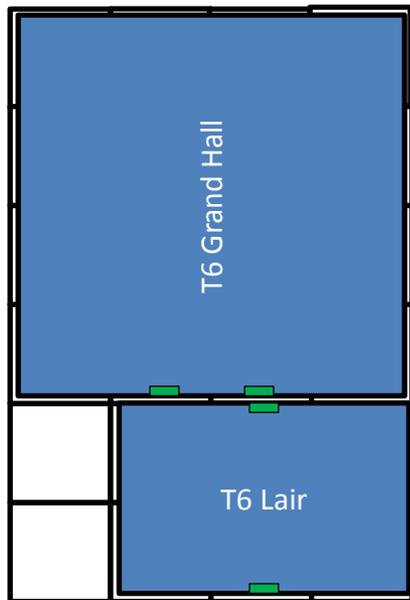
Level 2



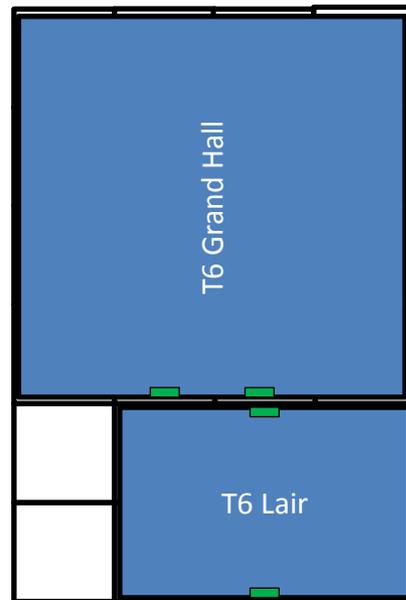
Level 3



Level 4

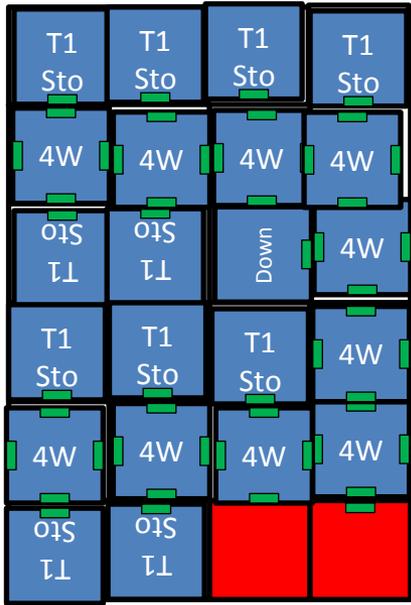


Level 5

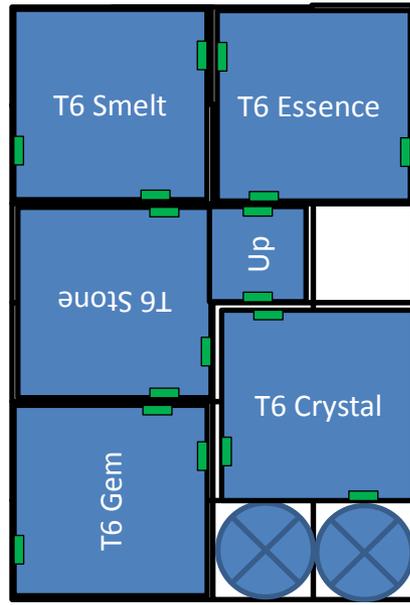


Level 6

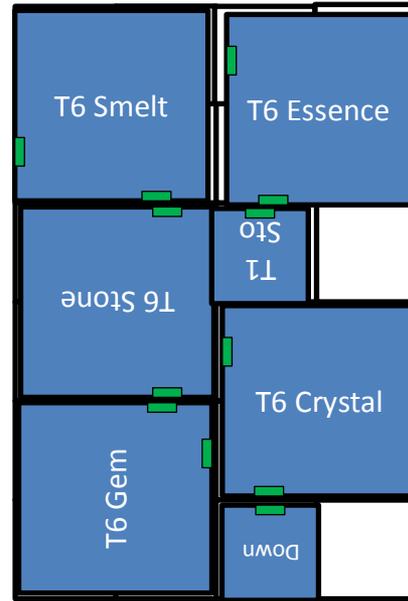
Example 4: This is an example of a 96x144x144 or 4x6 lair. It is a guild lair with storage on top, 5 shops side by side, and a grand hall and T6 lair on bottom. If it didn't need shops, you could put things like a vault and connie on top, bring the hall up 2 levels, and put misc. storage in the bottom 2 levels for the guild master.



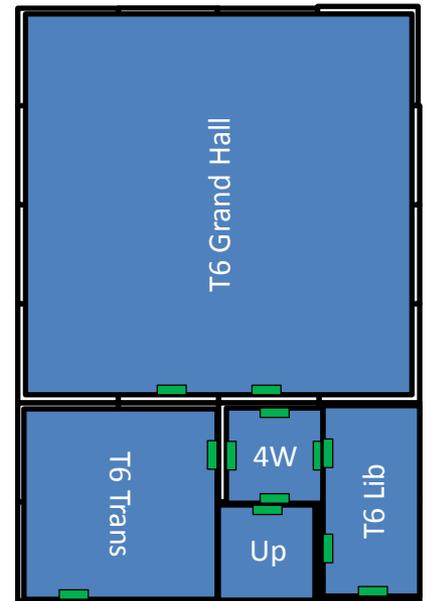
Level 0



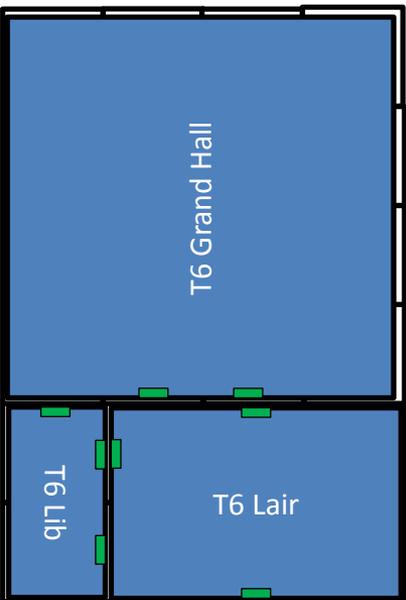
Level 1



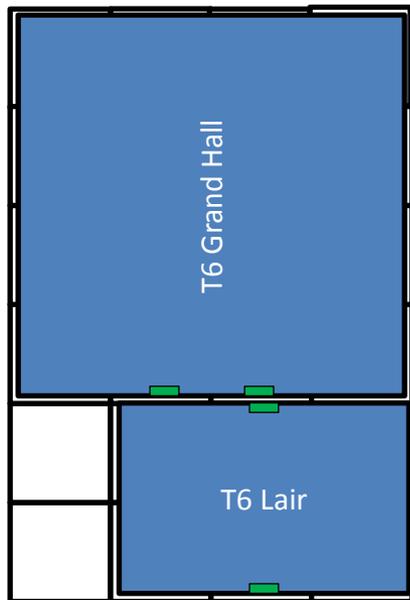
Level 2



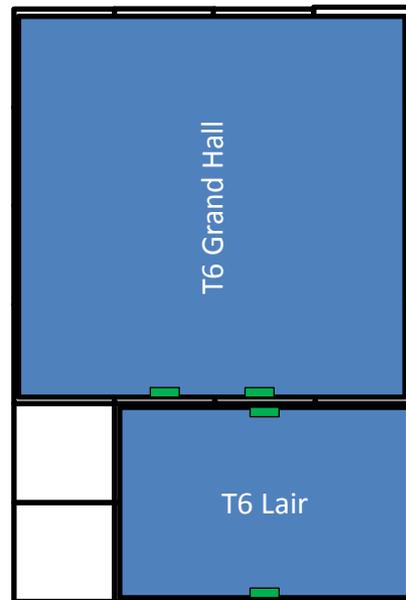
Level 3



Level 4



Level 5



Level 6

Example 5: This is almost the same as the previous lair, except this lair had an entrance in a different corner. I tried to get the top half of the shops be linked in a circle.