

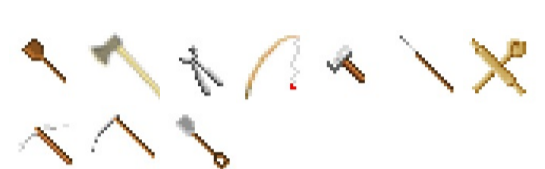


The Barbarian Metal Workshop

Lore

General Section

Purpose: Crude, but sturdy - such are the tools that barbarian Blacksmiths have been making for ageless times in their metal workshops.



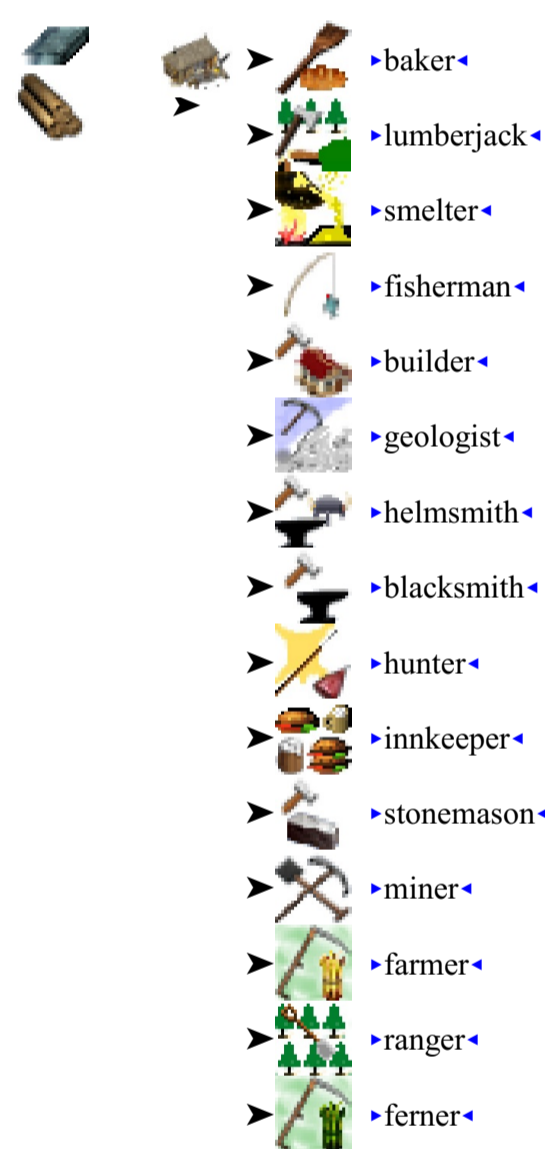
Whatever it is, if it is made from metal, chances are a metal workshop can make it. All tools the Barbarian tribe ever uses come out of the workshop. There are not many different ones, and quite a few craftsmen do their work with their bare hands:

- ▶bread pedal◀s for the ▶baker◀s
- ▶felling axe◀s for the ▶lumberjack◀s
- ▶fire tongs◀ for the ▶smelter◀s
- ▶fishing rod◀s for the fishermen
- ▶hammer◀s for ▶builder◀s, ▶geologist◀s, ▶helmsmith◀s, and ▶blacksmith◀s themselves.
- ▶hunting spear◀s for the ▶hunter◀s
- ▶kitchen tools◀ for the ▶innkeeper◀s in taverns, inns and big inns.
- ▶pick◀s for ▶stonemason◀s, and all kinds of ▶miner◀s.
- ▶scythe◀s for the ▶farmer◀s
- ▶shovel◀s for the ▶ranger◀s and the ▶ferner◀s.

Tip! Build two ▶metal workshop◀s from the start if possible. You will soon want to upgrade one, and you never want to be without at least one of them!

Range: n/a

Dependencies:



The ▶blacksmith◀s in their ▶metal workshop◀s will supply all the craftsmen in the realm with their tools.

They will also produce and send some stock to the warehouses, so that, as a rule, your workers will not have to wait for their tools when they want to occupy a new building.

The amount of spare tools to hoard can be set by adjusting the minimum storage value in the economy setting of the flag menu.

This value cannot be set to „0“, so that you will always have at least one specimen of each tool.

Tip! Should you ever find yourself in a situation, that you have no more tools available, let's say because you forgot to build a ▶metal workshop◀, or when playing with the „hardcore“ starting condition, you will find, that the ▶blacksmith◀ will always build the much wanted tools in a fixed (alphabetical) sequence and in the quantity determined by the minimum storage value. This will most likely not be particularly helpful for your situation.

If so, set this value as low as possible, - but best: Don't let it come to that! Build the ▶metal workshop◀ early, and don't upgrade one, before you have a replacement ready.

Building:

Space required: a ▶medium◀ plot

Build cost:

- ▶Blackwood◀
- ▶Grout◀
- ▶Raw Stone◀
- ▶Thatchreed◀
- ▶Trunk◀

Dismantling yields:

- ▶Blackwood◀
- ▶Grout◀
- ▶Raw Stone◀
- ▶Thatchreed◀
- ▶Trunk◀

upgradable to: ▶Axefactory◀

upgraded from: ▶n/a◀

Tip! Try to find a space near your smelters early in the game. You will be upgrading your ▶metal workshop◀ to an ▶Axefactory◀ and war mill with a lot more throughput later in the game, so short transport is important.

Your new ▶metal workshop◀ on the other hand is well placed more peripheral after the initial phase of the game. It's felling axes and picks, you will need most of when expanding your territory, and you'll need them at the border mostly.

Workers:

Crew required:  ▶blacksmith◀

The ▶barbarian◀ ▶blacksmith◀ needs a ▶hammer◀. Besides the▶metal workshop◀, ▶blacksmith◀s with different experience levels work at the axefactory and the warmill.
The helmsmith is a profession of its own.

Tip! The ▶blacksmith◀ has a central role in the ▶barbarian◀ economy. You'll best realize this when playing the „hard core“ starting condition. The „citadel village“ provides you with a ▶metal workshop◀ from the start, and the default „headquarters medium“ starting condition has a ▶blacksmith◀ ready to start working.

Tool used by worker:  ▶hammer◀

Worker is trainable to: ▶Master Blacksmith◀ with ▶24◀Exp. Points

After having made ▶24◀ tools or weapons, a blacksmith will become a ▶Master Blacksmith◀.

Production

Performance: ▶67◀ s/tool

Currently a ▶blacksmith◀ at the metal workshop will produce a tool within ▶67◀ seconds for all tools uniformly.

Tip! Once you can afford it, set the minimal storage value higher, so that you can build a number of lumberjack huts or quarries at once without having to wait for the tools being created.