

At a Glance

The Barbarian Granitemine

Lore

" I can handle tons of granite, man, but no more of your vain prattle. "

This phrase was the reply Rimbart the miner - later known as Rimbart the looser - gave, when he was asked to remain seated on an emergency meeting at Stonford in the year of the great flood. The same man had all the 244 granite blocks ready only a week later, that still fortify the city's levee.

General Section

Granitemines exploit all of the resource. When it's exhausted, they will only have a 5% chance of finding Granite on this same place. They cannot be upgraded.

**Purpose:** Carve raw stones out of the rock in mountain terrain.

**Working radius:** 2  
**Conquer range:** n/a  
**Vision range:** 4  
**Dependencies:**

incoming:

→ →

Rations from a Tavern

or

→ →

Rations from an Inn

alternatively

→ →

Rations from a Big Inn

outgoing:

+ → Granite

→ To most construction sites

→ To the Lime kiln

Building

**Space required:** a mine plot

**Upgraded from:** n/a

**Build cost:** 2x raw stones , 4x trunks

**Dismantle yields:** 1x raw stone , 2x trunks

**upgradable to:** n/a

Workers

**Crew required:** One Miner or better.

**Workers uses:** A pick

**Experience levels:** Miner to Chief Miner (19 EP)  
Chief Miner to Master Miner (28 EP)

Production

**Performance:** If the food supply is steady, a Granite Mine can produce one Granite in **20s** on average.

In Depth

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Delving into the ground was the logical answer after all granite laying on the surface was gone. And so they did ages ago. Some mountains hold vast masses of the same granite kind that Barbarians had always used. A job in a Granitemine is welcomed by all those who hate working underground. Some fellow miners would mock the Granite miners for that, which made them taciturn and reserved. But all told, the truth is that no other miners are working harder or longer shifts than the Granite miners in their one-man-mines.

General Section

Like all mines, Granitemines can only be built in mountain terrain, and they will only produce if there is Granite near the spot they were built on.

You need to send out geologists to verify if this is the case.

They will confirm the existence of Granite by placing these signs upon the spot for rich and poor resources respectively.

Granitemines can exploit Granite-measures to their full content. After that, if they are kept running, there is a minimal chance (5%) of finding some more Granite. When Granitemines fail, they should be moved to a new spot (dismantle or burn and rebuild).

The Barbarian Granitemine will produce Granite and nothing else besides.

**Tip!** Except for mines, there is also the quarry that can produce Granite from some kinds of stones on the surface. You will want to do this first since you need the space they are clearing.

Mine positions depend on the mining resources in the first place; other considerations are: Vicinity to taverns and inns, and to Granite consumers like the kiln.

**Tip!** Mines generate a lot of traffic. Make sure to establish a good road system and keep the transportation distances short for both, suppliers and consumers.

**Dependencies:**

Granite goes to almost all the Barbarian construction sites and also to the Lime Burners in their Lime Kilns.

**Tip!** You will need to monitor your raw stone stock and explore the mountains for Granite you can use, when the stones are all gone.

Building

In contrast to all their other mines, the Barbarian Granite mines cannot be upgraded. You build it directly like any other building.



Building the Granitemine needs:

2 raw stones and 4 trunks .

Dismantling a Granitemine will yield:

1 raw stone and 2 trunks .

Workers:

Miners are not specialized. They can be reassigned from any type of mine to any other (granite, iron, coal and gold) interchangeably and will keep their experience level. A mine that displays "worker missing" is not working at all in this state. In the case of a newly built Granitemine, it will probably mean that you have no free miner and lack the tool (pick) to create one.

**Tip!** In time of expansion and especially when you are fortifying your realm with military buildings, you will need many raw stones. Try to build up a good stock from the start.

A Granitemine needs one worker, who may be inexperienced..

**Crew required:** Miner or better

A miner is created in a warehouse by giving a pick to a carrier.

A young miner becomes Chief miner after 19 Granites.  
A Chief miner becomes Master miner after another 28 Granites.

Production

In a Granitemine one raw stone is produced in **20** seconds on average. Granitemines have a small chance of still finding Granite, when the main vein is exhausted. (5%).