

At a glance

The Barbarian Fernery

Lore



General Section

Purpose: The Fernery cultivates reed that serves two different purposes for the Barbarian tribe. It is the traditional material for roofing, and it is woven into the extremely durable cloth that they use for their ship's sails.

Vision range: 4

Dependencies:
Input:

The Barbarian Fernery has no input wares.

Output:



The Fernery's output will only go to many construction sites that need it. It also goes to the Weaving Mill for the making of cloth.

Building:

Space required: a medium plot
Added space for the fields around the building.

Build cost:
2x
5x

Dismantle yields:
3x

upgradeable to: n/a

Workers:

Crew required:
One Ferner

Tool used by workers:
a shovel

Worker is trainable to: n/a

Performance

Performance: A Fernery can produce a sheaf of thatchreed in about 65s on average.

In depth

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You don't mention female ferners. The worker model for this position in the game is a woman. :)

Ferners are often smiled upon in the Barbarian culture. Painstakingly caring about small plants is not among the highly reputed traits. Seldom does a young man go into this profession of his free will, but many an elder warrior finds his work in a Fernery. And there is no doubt that this job is important. Both, house building and cloth making rely heavily on reed.

General Section

Purpose: The Fernery is another building unique to the Barbarian tribe. It cultivates reed that serves two different purposes for the Barbarian tribe. As thatchreed it is the traditional material for roofing, and unless practical considerations speak against it, Barbarians still love this kind of roofs. Reed is also woven into an extremely durable cloth that does not rot easily. Though this cloth is quite heavy, the Barbarians use it for their ship's sails.

Tip! A fernery is best placed near to the Weaving Mill as this will need most of of the reed. For both, a place close to a coast where a shipyard might work, is a good choice.

Dependencies:

Input:

The Barbarian Fernery has no need of wares coming into the house. The plants for the next harvest are saved from the last one and the house collects the rain from its own roof for irrigation.

Output:



A lot of reed goes to the Weaving Mill for the production of cloth. This cloth is in turn needed for some buildings and for ships.



The Fernery's output also goes to the many construction sites that need it for their roofs. The following constructionsites will need thatchreed:

- the Axefactory
- the Bakery
- the BattleArena
- the Big Inn
- the Brewery
- the Burner's House
- the Helmsmithy
- the Inn
- the Metalworks
- the Micro-Brewery
- the Port
- the Smeltingworks
- the Tavern
- the Trainingscamp
- the Warehouse
- the Warmill

Building:

The Fernery needs a medium sized plot. To build one, you will need

2 raw stones,
5 trunks.

Dismantling will yield:

1 raw stone,
3 trunks.

Tip! The Fernery needs some free space around the building to plant the reed; not as much as a farm, but about the size of the Headquarters. Keep this space free from trees, roads and all blocking items.

Workers:

The Barbarian Fernery needs only one Ferner. He does not need any further experience. Ferners use a shovel for their work. They work at the Fernery only.

Performance

A Fernery can produce a sheaf of thatchreed in about 65s on average. Not counting any house building, your Weaving Mill can process the output of about two fully working Ferneries.