

At a glance

The Barbarian Metalworks

Lore



“We make it work!”

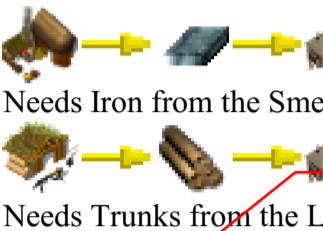
Inscription on the threshold of the now ruined Olde Forge, at Harradsheim, the eldest known smithy.

General Section

**Purpose:** The Barbarian Metalworks is the basic production site in a row of three and creates all the tools that Barbarians need. The other are for weapons.

**Vision range:** 4

**Dependencies:**  
**Input:**



**Output:**

- Bread Pedals for the Bakers
- Felling Axes for the Lumberjacks
- Fire Tongs for the Smelters
- Fishing Rods for the Fishermen
- Hammers for Builders, Geologists, Helmsmiths, and the Blacksmiths themselves.
- Hunting Spears for the Hunters
- Kitchen Tools for the Innkeepers in Taverns, Inns and Big Inns.
- Picks for Stonemasons, and all kinds of Miners.
- Scythes for the Farmers
- Shovels for the Rangers and the Ferners.

The Metalwork's output goes to the warehouses where all workers are given their tools.

Building:

**Space required:** a medium plot

**Build cost:**



**Dismantle yields:**

**upgradeable to:** The Axefactory

Workers:

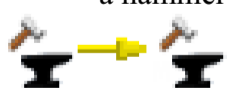
**Crew required:**

Blacksmith

**Tool used by workers:**



**Worker is trainable to:**



A Blacksmith will advance to a Master-Blacksmith after having produced 24 items.

Performance

**Performance:** If all needed wares are delivered in time, the Metalworks can produce each item in about 67s on average.

In depth

The Barbarian Metalworks

Lore



Crude, but sturdy and reliable - such are the tools that barbarian Blacksmiths have been making for ageless times in their metal workshops. From their first modest experiments with bog ore to today's tools, Barbarian Blacksmiths have unveiled the secrets of forging. Nothing ever gets lost or thrown away, and Blacksmiths are famous for finding a solution for almost every broken item. Repaired and strengthened, or forged, the tools seems to improve with every generation of Blacksmiths.

General Section

**Purpose:** 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 craftsman do their work with their bare hands:

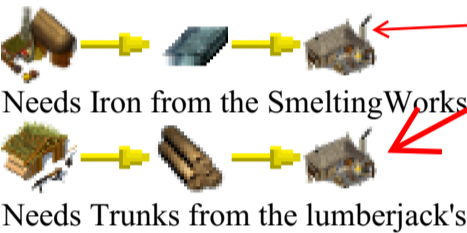
The Metalworks is the first building in a row of three consecutive steps.



The Barbarian Metalworks produces only tools and one Blacksmith works there. The Axefactory can produce Axe, Sharpaxe and Broadaxe and is also home for only one Blacksmith. The Warmill produces all the axes that the Barbarians use for warfare. The crew consists of one Master-Blacksmith and any other additional Blacksmith.

**Tip!** Build two Metalworks from the start if possible. You will soon want to upgrade one, and you never want to be without at least one of them!

**Dependencies:**  
**Input:**



The Metalworks can store 8 of each input material inside.

Note: The Metalworks produces its tools in a fixed sequence as long as the minimal storage is not met. It has no way of knowing about a priority in your game. If there is a tool that you urgently need, set all other tools to “0” in the minimal storage values (accessed through right-clicking a flag). Don't forget to re-adjust these values later!

**Output:**

- Bread Pedals for the Bakers
- Felling Axes for the Lumberjacks
- Fire Tongs for the Smelters
- Fishing Rods for the Fishermen
- Hammers for Builders, Geologists, Helmsmiths, and the Blacksmiths themselves.
- Hunting Spears for the Hunters
- Kitchen Tools for the Innkeepers in Taverns, Inns and Big Inns.
- Picks for Stonemasons, and all kinds of Miners.
- Scythes for the Farmers
- Shovels for the Rangers and the Ferners.

The Metalwork's output goes to the warehouses where all workers are given their tools.

Building:

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

- 1 hardwood, 1 thatchreed,
- 2 raw stones,
- 1 grout, and 1 trunk.

Dismantling will yield:

- 1 hardwood, 1 thatchreed,
- 1 raw stones,
- 1 grout, and 1 trunk.

**Tip!** Try to find a space near your smelters early in the game. You will be upgrading your Metalworks to an Axefactory and warmill with a lot more throughput later in the game, so short transport is important. Any new Metalworks on the other hand is well placed more peripheral after the initial phase of the game. It's felling axes, you will need most of when expanding your territory, and you'll need them at the border mostly.

Workers:

The Barbarian Metalsorks needs only one Blacksmith who may be inexperienced. After having made 24 items, a blacksmith will become a Master Blacksmith.

The Barbarian Blacksmith needs a Hammer. Besides the Metalworks, Blacksmiths work at the axefactory and the warmill. The helmsmith is a profession of its own.

**Tip!** The Blacksmith in the Metalworks 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 Metalworks from the start, but the default „headquarters medium“ starting condition has only one Blacksmith ready to start working.

---

### Performance

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.