

At a glance

The Barbarian Micro-Brewery

Lore



“Let the first one drive away the hunger, the second one put you at ~~easy~~, when you have swallowed up your third one, it's time for the next shift!”

widespread toast among miners

General Section

**Purpose:** The Micro-Brewery produces beer of the lower grade. This beer is a vital component of the snacks that Inns and Big Inns prepare for miners in Deep Mines.

**Vision range:** 4

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



Needs water from a well.



Needs Wheat from a farm.

**Output:**



The Micro-Brewery's beer output will go to the Inns and Big Inns that produce the Snacks.

Building:

**Space required:** a medium plot



**Build cost:**

- 2x
- 3x
- 2x
- 3x

**Dismantle yields:**

- 
- 2x
- 
- 2x

**upgradeable to:** The Brewery

Workers:

**Crew required:**

One Brewer



**Tool used by workers:**

n/a  
none

**Worker is trainable to:**



Master Brewer (19 EP)

Performance

**Performance:** If all needed wares are delivered in time, the Micro-Brewery can produce one beer in about **60s** on average.

In depth

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Look at the beer from the Micro-Brewery as the liquid part of the Barabarian nutrition. This is not the beverage for festive occasions, but the natural drink that would go with your daily evening meal after a long day's hard toil in a Deep Mine. Still, it drives away the shadows from underground, and the miners in the ordinary mines grouch about not getting any.

General Section

**Purpose:** The Micro-Brewery produces beer for the miners in Deep Mines. It is the place where young brewers can show their talent and gain experience for the more demanding brewing of Strongbeer.

**Tip!** Remember to ~~have always~~ one or more Micro-Breweries ready to work. Each new mine that you build will at some point need to delve deeper into the mountain and must be upgraded to a Deep Mine. In that phase you must have that beer from the Micro-Breweries, because the Breweries will refuse to brew the minor grade again, once they are upgraded.

**Dependencies:**

**Input:**



Needs water from a well.

The building can store eight buckets of water.



Needs Wheat from a farm.

The building can store eight ~~sheafs~~ of wheat.

**Output:**



The Micro-Brewery's beer output will go to the Inns and Big Inns that produce the Snacks for all the Deep Mines.

Building:

The Micro-Brewery needs a medium sized plot.

To build one, you will need

- 2 blackwoods,
- 3 raw stones,
- 2 thatchreeds
- 3 trunks.

Dismantling will yield:

- 1 blackwood,
- 2 raw stones,
- 1 thatchreed
- 2 trunks.

**Tip!** Micro-Breweries need a lot of water and wheat. It is a good idea to build a well nearby for each one, and to seek the vicinity of farms.

Workers:

The Barbarian Micro-Brewery employs only one Brewer.

He does not use any specific tool.

~~Besides the in Micro-Brewery brewers can work in a Brewery~~ as an assistant supervised by a Master Brewer.

Brewers need 19 Experience points to become a Master Brewer.

Performance

Currently a Micro-Brewery can produce one beer in **60s** on average. Since transportation and other things factor in here it is not easy to give an estimate on how many Deep Mines one Micro-Brewery can support; maybe two or three.