

## Introducing the Barbarian smithies

General remarks:

The **metalworks** is the general purpose smithy.

It produces tools, not weapons. In this set it is the only one that does shafting, and so it needs trunks, but not coal.

Let's say it burns some of the trunks for a decent fire.

The finer techniques of tempering and hardening metals are not yet known to our single newbie blacksmith.

Sharpening edges is done here, but not in the quality needed for good weapons.

The **axefactory** is a weaponsmithy.

Although it also offers one workplace for a newbie smith, he will soon specialize in the making of weapons.

Weapons generally demand a higher amount of steel quality; the steel needs more hammering and folding, and so more ample furnace room for the frequent re-heating at increased temperature is a must. Those fires must be fed with coal and trunks.

Within the weaponsmithies the axefactory is the lower quality production site. It specializes in only 3 products (axe, sharpaxe, broadaxe) among which the axe is the precondition for new soldiers.

These products are the lower grade types used in the first stages of the trainings camp.

Even so, the quality of the cutting edge demands much more expertise than any of the metalworks products, and so both, hardening and grinding are an important part of the axefactory's daily work.

Performance: about 1 axe per minute.

The **war mill** is a full replacement for the axefactory. There is no Barbarian weapon that it cannot produce.

It includes the axefactory's production, but adds the higher grade weapons.

While the axefactory still employed one blacksmith, the war mill needs two, one of which must already be a master blacksmith. In spite of this fact the war mill's output is in no way faster.

So let's just imagine the two weaponsmiths work in there, focused painstakingly on producing the best that Barbarian craftsmanship can make.

Even more surprising, each weapon from the normal axe to the costly warrior's axe takes the same amount of time, but a lot more input wares for the advanced types. That is why they so easily run out of coal, iron or gold.

The warmill is the only weaponsmithy that handles gold, probably only for decoration. This demands that you have two fires due to the different smelting point of gold and iron.

The metallurgy is even further advanced compared to the axefactory.

The protruding and generally bigger axeheads of the advanced axes imply using the most sophisticated techniques. They create a steel that is hard and flexible at the same time to create durable forms without too much extra weight from reinforcement.

Grinding the intricate forms of the more advanced axes should take more time too.

The **helmsmithy** is the Barbarian equivalent of an armor smith.

Since Barbarians do not use metal body armor, its production is limited to producing 3 different types of helmets. (Helm, Mask, War helmet).

The most advanced models requires gold ingots on top of the iron ones.

Making helmets out of ingots implies a lot of hammering until the sheets are formed. So it takes a while.

One helmsmithy can produce one helmet in about 70 to 90 seconds.

It may also require a special anv. Once the sheets are made, a major parts of the process is cold deformation and riveting.

Metallurgic is less critical.