

## At a glance

# The Barbarian Limekiln

### Lore



“Forming new stone from old with fire and water”

### General Section

**Purpose:** The Limekiln processes raw stones to make “grout”, a substance that solidifies and so reinforces masonry.

**Vision range:** 4

#### Dependencies:

##### Input:



Needs Raw Stones from the Granite Mines or Quarries.



Needs Coal from any Coalmine or the Burner's house.



Needs water from a well.

#### Output:



The Limekiln's output will only go to constructionsites that need it. Those are predominantly houses that work with fire, and some military sites.

### Building:

**Space required:** a medium plot



#### Build cost:



#### Dismantle yields:



**upgradeable to:** The Axefactory

### Workers:

#### Crew required:

One Lime-Burner



#### Tool used by workers:

n/a

none

#### Worker is trainable to:

n/a

### Performance

**Performance:** If all needed wares are delivered in time, the Limekiln can produce bucket of grout in about **41s** on average.

## In depth

# The Barbarian Limekiln

### Lore



Nothing moves a wall of stone that is fortified with grout.

Fire and water finally form the substance that guarantees each stone will stay at its place. It prevents walls from getting drenched, seals some roofs and makes buildings withstand the ravages of time.

### General Section

**Purpose:** The Limekiln is a building unique to the Barbarian tribe.

It heats up raw stones to make a powder that can again be mixed with water to “grout”, a substance that solidifies and so reinforces masonry.

**Tip!** A Limekiln is not a site that is kept very busy. You can expand quite a bit with just one, but waiting for the grout can slow down your expansion. Raise the storage value, and most important, distribute its output to warehouses near areas where you expect to build more houses, especially citadels and fortresses.

#### Dependencies:

##### Input:



Needs Raw Stones from the Granite Mines or Quarries.

Can store 6 within the building



Needs Coal from any Coalmine or the Burner's house.

Can store 3 within the building



Needs water from a well.

Can store 6 within the building

#### Output:



The Limekiln's output will only go to the many constructionsites that need it.

Those are predominantly houses that work with fire, and some military sites.

The following constructions sites will need grout:

the Axefactory

the Barrier

the BattleArena

the Big Inn

the Burner's House

the Citadel

the Fortress

the Helmsmithy

the Inn

the Metalworks

the Smeltingworks

the Trainingscamp

the Warehouse

the Warmill

### Building:

The Limekiln need a medium sized plot.

To build one, you will need

1 hardwood,

2 raw stones,

4 trunks.

Dismantling will yield:

1 hardwood,

1 raw stone,

2 trunks.

**Tip!** Get the supply for the kiln from mines if possible. Using the stone from quarries makes long transports. Put such stones in a nearby warehouse rather and use them for buildings.

### Workers:

The Barbarian Limekiln needs only one Lime-burner.

He does not use any specific tool.

Besides the Limekiln, Lime-burners work at no other production site.

### Performance

Currently a Lime-burner at the kiln can produce a grout within **41s** on average. This speed will be sufficient most of the time. Create some stock of grout for phases of high building activity.