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Lore		
<div></div> <p>The Imperial manufactory relies on a set of tools that are all made in the toolsmithy. </p>		<p>Imperial craftsmen are known to deliver reliable quality. For each item they make, standards are defined that are valid from Fremil to the remotest corner of the Empire. </p> <p>The toolsmith is no exception. He works focused and disciplined. While there may not be much room for creativity, his work is efficient and his products fulfill their purpose for the benefit of the Empire.</p>
General Section		
<p>Purpose:</p>	Make all the tools that the Imperial economy needs.	<p>The ►Empire◄►Toolsmithy◄ will produce the following wares:</p> <div><div><p>►axe◄s for the ►lumberjack◄s</p></div><div><p>►bread paddle◄s for the ►baker◄s</p></div><div><p>►basket◄s for the ►vine farmer◄s</p></div><div><p>►fire tongs◄s for the ►smelter◄s</p></div><div><p>a ►fishing rod◄ for each ►fisherman◄</p></div><div><p>►hammer◄s for the ►armoursmith◄s, the ►builder◄s, the ►geologist◄s, the ►weaponsmith◄s, and the ►toolsmith◄s themselves.</p></div><div><p>►hunting spear◄s for the ►hunter◄s</p></div><div><p>►kitchen tools◄s for ►innkeeper◄s</p></div><div><p>►pick◄s for all the ►miners◄s and ►stonemason◄s</p></div><div><p>►saw◄s for the ►carpenter◄s</p></div><div><p>►scythe◄s for the ►farmer◄s.</p></div><div><p>►shovel◄s for the ►forester◄s and ►vine farmer◄s</p></div></div> <p>Note that the ►vine farmer◄ is the only profession in the game that needs two different tools for his craft.</p> <p>Tip! Build a ►Toolsmithy◄ before you run out of tools. The little iron you have initially is usually better used for additional tools than for weapons or armour.</p>
<p>Working range:</p>	n/a	
<p>Conquer range:</p>	n/a	
<p>Vision range:</p>	4	
<p>Dependencies:</p> <p>Widelands creates craftsmen by permanently giving a tool to a carrier. Carriers are available in any number, but the tools must be produced once you have exhausted your initial ones. Some tools will serve for more than one craft, while many other professions don’t need a tool at all.</p>		<p>The ►toolsmith◄s will supply all the craftsmen in the realm with their tools. In times of low demand, they will also produce some stock and send it to the warehouses, so that, as a rule, your workers will not have to wait for their tools when they want to occupy a new building. The amount of spare tools to hoard can be set by adjusting the minimum storage value in the economy setting of the flag menu. This value cannot be set to „0“, so that you will always have at least one specimen of each tool. Having fulfilled the minimal storage quantity, the ►toolsmith◄ will stop working, until there is a new demand. The newly created craftsman keeps his tool for lifetime. He can never learn any other profession additionally, nor will he hand out his tool to be given to someone else. Example: If you wasted all your hammers to create geologists, you cannot get the hammers back from them to have more builders. You must make new hammers.</p> <p>Tip! Should you ever find yourself in a situation, that you have no more tools available, let’s say because you forgot to build a ►Toolsmithy◄, or when playing with the „hardcore“ starting condition, you will find, that the ►toolsmith◄ will always build the much wanted tools in a fixed (alphabetical) sequence and in the quantity determined by the minimum storage value. This will must likely not be particularly helpful for your situation. If so, set this value as low as possible, - but best: Don’t let it come to that! Build the ►Toolsmithy◄ early.</p>
<div></div> <p>The Imperial tools:</p>		
<div></div> <p>►lumberjack◄</p> <p>►baker◄</p> <p>►vine farmer◄</p> <p>►smelter◄</p> <p>►fisherman◄</p> <p>►armoursmith◄</p> <p>►builder◄</p> <p>►geologist◄</p> <p>►toolsmith◄</p> <p>►weaponsmith◄</p> <p>►hunter◄</p> <p>►innkeeper◄</p> <p>►miners◄</p> <p>►stonemason◄</p> <p>►carpenter◄</p> <p>►farmer◄</p> <p>►forester◄</p>		
Building:		
<p>Space required:</p>	 a ►medium◄ plot	<p>Tip! Try to find a space near a warehouse that has your ►Toolsmithy◄’s input wares. Short transport is important. Once a craftsman is created , however, the distance to his workplace is not so critical. He moves by himself, ignores traffic jams and carries his tool with him. </p>

Build cost:		 ▶marble column▶
		 ▶marble▶
		 ▶stone▶
		 ▶trunk▶
Dismantling yields:		 ▶marble column▶
		 ▶marble▶
		 ▶stone▶
		 ▶trunk▶
upgradable to:		▶n/a▶
upgraded from:		▶n/a▶
Workers:		
Crew required:		 ▶toolsmith▶
		The ▶Empire▶ ▶toolsmith▶ needs a ▶hammer▶. Besides in the▶Toolsmithy▶, ▶toolsmith▶s have no other working place. Tip! The ▶toolsmith▶ has a central role in the ▶Empire▶ economy. Many crafts depend on tools. You'll best realize this when playing the „hard core“ starting condition. Even that has a prefabricated toolsmith, so that you cannot give your last ▶hammer▶ to another geologist by accident. :) The „citadel village“ provides you with a ▶Toolsmithy▶ from the start, and the default „headquarters medium“ starting condition even has a ▶toolsmith▶ ready to start working when his building is erected.
Tool used by worker:		 ▶hammer▶
Worker is trainable to:		▶n/a▶
Production		
Performance:		▶67▶ s/tool
		Currently an ▶Empire▶ ▶toolsmith▶ 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 the same production sites at once without having to wait for the tools being created.