

## THE WORKSHOPS

If the tunnel you just dug is adjacent to an **empty workshop site**, you may choose any remaining workshop from the supply and add it to that site.



Workshops allow you to **convert ressources** : you spend resources to gain different ones.

As long as your network touches **at least one** of its entrances, you may activate a workshop (*up to* **once for each open entrance it has**, regardless of many them your network touches).

All resources gained through a workshop **come from the supply** and go **into your storage**.



### CARTWRIGHT

Spend 1 heartstone to gain 1 wild cart, or vice-versa. *You may not spend clan carts here, only wild carts.*



### CHARMCRAFTER

Spend 1 coin to gain 1 rune, or vice-versa.



### COINPRESS

Spend 1 iron or 1 heartstone to gain 1 coin, or vice-versa.



### METALWORKS

Spend 1 heartstone to gain 1 iron, or vice-versa.



Designed by @boardandgamer.

## THE WORKSHOPS

If the tunnel you just dug is adjacent to an **empty workshop site**, you may choose any remaining workshop from the supply and add it to that site.



Workshops allow you to **convert ressources** : you spend resources to gain different ones.

As long as your network touches **at least one** of its entrances, you may activate a workshop (*up to* **once for each open entrance it has**, regardless of many them your network touches).

All resources gained through a workshop **come from the supply** and go **into your storage**.



### CARTWRIGHT

Spend 1 heartstone to gain 1 wild cart, or vice-versa. *You may not spend clan carts here, only wild carts.*



### CHARMCRAFTER

Spend 1 coin to gain 1 rune, or vice-versa.



### COINPRESS

Spend 1 iron or 1 heartstone to gain 1 coin, or vice-versa.



### METALWORKS

Spend 1 heartstone to gain 1 iron, or vice-versa.



Designed by @boardandgamer.

## THE WORKSHOPS

If the tunnel you just dug is adjacent to an **empty workshop site**, you may choose any remaining workshop from the supply and add it to that site.



Workshops allow you to **convert ressources** : you spend resources to gain different ones.

As long as your network touches **at least one** of its entrances, you may activate a workshop (*up to* **once for each open entrance it has**, regardless of many them your network touches).

All resources gained through a workshop **come from the supply** and go **into your storage**.



### CARTWRIGHT

Spend 1 heartstone to gain 1 wild cart, or vice-versa. *You may not spend clan carts here, only wild carts.*



### CHARMCRAFTER

Spend 1 coin to gain 1 rune, or vice-versa.



### COINPRESS

Spend 1 iron or 1 heartstone to gain 1 coin, or vice-versa.



### METALWORKS

Spend 1 heartstone to gain 1 iron, or vice-versa.



Designed by @boardandgamer.

## THE WORKSHOPS

If the tunnel you just dug is adjacent to an **empty workshop site**, you may choose any remaining workshop from the supply and add it to that site.



Workshops allow you to **convert ressources** : you spend resources to gain different ones.

As long as your network touches **at least one** of its entrances, you may activate a workshop (*up to* **once for each open entrance it has**, regardless of many them your network touches).

All resources gained through a workshop **come from the supply** and go **into your storage**.



### CARTWRIGHT

Spend 1 heartstone to gain 1 wild cart, or vice-versa. *You may not spend clan carts here, only wild carts.*



### CHARMCRAFTER

Spend 1 coin to gain 1 rune, or vice-versa.



### COINPRESS

Spend 1 iron or 1 heartstone to gain 1 coin, or vice-versa.



### METALWORKS

Spend 1 heartstone to gain 1 iron, or vice-versa.



Designed by @boardandgamer.

## THE WORKSHOPS



**PICKFORGE**  
 Spend any 2 resources (*they do not need to match*) to gain 1 hammer.
 

**QUARTERMASTER**  
 Move any resource from one of your trolls into your storage. Clan carts become wild once moved to storage.
 

**RUNESMITHY**  
 Spend 1 stone or 1 iron to gain 1 rune, or vice-versa.
 

**STONEGRINDER**  
 Spend 1 heartstone to gain 2 stone, or vice-versa.
 

**STONEMILL**  
 Spend 1 stone to gain 1 iron, or vice-versa.
 

**TOOLFORGE**  
 Spend 1 heartstone to gain 1 hammer, or vice-versa.
 

**WHEELJACK**  
 Spend any 2 resources (*they do not need to match*) to gain 1 wild cart.
 

## THE WORKSHOPS



**PICKFORGE**  
 Spend any 2 resources (*they do not need to match*) to gain 1 hammer.
 

**QUARTERMASTER**  
 Move any resource from one of your trolls into your storage. Clan carts become wild once moved to storage.
 

**RUNESMITHY**  
 Spend 1 stone or 1 iron to gain 1 rune, or vice-versa.
 

**STONEGRINDER**  
 Spend 1 heartstone to gain 2 stone, or vice-versa.
 

**STONEMILL**  
 Spend 1 stone to gain 1 iron, or vice-versa.
 

**TOOLFORGE**  
 Spend 1 heartstone to gain 1 hammer, or vice-versa.
 

**WHEELJACK**  
 Spend any 2 resources (*they do not need to match*) to gain 1 wild cart.
 

## THE WORKSHOPS



**PICKFORGE**  
 Spend any 2 resources (*they do not need to match*) to gain 1 hammer.
 

**QUARTERMASTER**  
 Move any resource from one of your trolls into your storage. Clan carts become wild once moved to storage.
 

**RUNESMITHY**  
 Spend 1 stone or 1 iron to gain 1 rune, or vice-versa.
 

**STONEGRINDER**  
 Spend 1 heartstone to gain 2 stone, or vice-versa.
 

**STONEMILL**  
 Spend 1 stone to gain 1 iron, or vice-versa.
 

**TOOLFORGE**  
 Spend 1 heartstone to gain 1 hammer, or vice-versa.
 

**WHEELJACK**  
 Spend any 2 resources (*they do not need to match*) to gain 1 wild cart.
 

## THE WORKSHOPS



**PICKFORGE**  
 Spend any 2 resources (*they do not need to match*) to gain 1 hammer.
 

**QUARTERMASTER**  
 Move any resource from one of your trolls into your storage. Clan carts become wild once moved to storage.
 

**RUNESMITHY**  
 Spend 1 stone or 1 iron to gain 1 rune, or vice-versa.
 

**STONEGRINDER**  
 Spend 1 heartstone to gain 2 stone, or vice-versa.
 

**STONEMILL**  
 Spend 1 stone to gain 1 iron, or vice-versa.
 

**TOOLFORGE**  
 Spend 1 heartstone to gain 1 hammer, or vice-versa.
 

**WHEELJACK**  
 Spend any 2 resources (*they do not need to match*) to gain 1 wild cart.
 