

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.

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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.

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