



# CARPENTER




## *Economical construction*

*Scarce resources? What are you talking about? This is more than enough for me!*

(Discard 2  to spend 1  fewer during one Action of any type.)


## *Craftsmanship*

*I've done it a thousand times, I could put it together blindfolded*

(Discard 2  to reroll any brown die during your Action.)

## *A new idea*

*I think I just figured out a way to improve our camp...*

(Discard 3  to draw 5 Invention cards, choose 1 and place it on the board.)

## *Handyman*

*This is a very basic construction, it won't even take a day to build*

(Discard 3  to get an additional  for one Building Action.)

SNARE

2 





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