



Village

Each turn,
2 Labor
Gain a Surf



Village

Each turn,
1 Labor
Gain a Surf



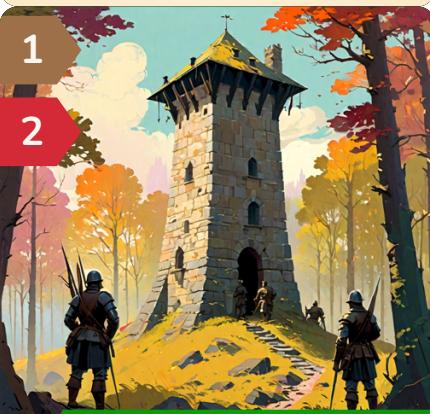
Mill

Twice per turn you may exchange **1** for **1**.



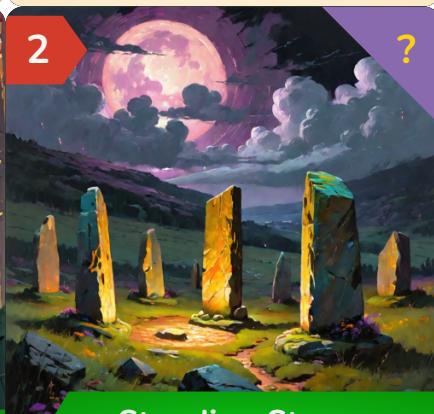
Library

Discard any number of cards. At the end of your turn, if you discarded cards, **Draw 1 plus Draw 1** for each card discarded.



Watchtower

1 Defense
Draw a card whenever an opponent plays an attack card against this territory.



Standing Stones

At the beginning of your turn, trash a card and place it under Standing Stones.
Standing Stones is worth one point for each card under it.



Castle

2 Defense
+1 Hand Size

Place Castle on a territory you control. Castle is also lost if you lose the territory.

