

Inis Territory Tiles text

Base Game

Cove	No text
Forest	No text
Gates of Tir Na Nog	This territory enters play with 1 Sanctuary. If the turn direction changes, each player present in this territory loses 1 of his clans from this territory and draws 1 Epic Tale card.
Haven	This territory comes into play with a harbor.
Highlands	No text
Hills	No text
Iron Mine	No text
Lost Vale	No text
Meadows	No text
Misty Lands	No text
Moor	No text
Mountains	When 1 or more clans are moved to this territory, their owner must discard 1 Action card or lose 1 of his clans from this territory.
Plains	No text
Salt Mine	No text
Stone Circle	This territory enters play with 1 Sanctuary.
Swamp	Citadels cannot be placed in this territory.
Valley	No text

Seasons of Inis expansion

Aber	This territory comes into play with a harbor.
Cove	This territory comes into play with a harbor.
Hy Breasil	This territory comes into play with a harbor. As long as there is no clan in Hy Breasil, clans may only be moved or placed here by effects of an Epic Tale card.
Inis Mona	This territory comes into play with a harbor and a sanctuary.
Isle of Joy	This territory comes into play with a harbor. No clan may move <i>from</i> Isle of Joy using an Action card.
Salmon's Creek	This territory comes into play with a harbor.