


HUT
BUILD = 2 

HUT
BUILD = 2 

HUT
BUILD = 2 


HUT
BUILD = 2 



BARN
CAN STORE 4 



SPY
BUILD = 4 
REVEAL A PLAYER'S
CARD EACH TURN

MARKET
BUILD = 3 
+1 FROM SMALL BATCHES
CAN SEND EXCESS  TO OTHER
PLAYERS WITH A MARKET

**HALL
INITIAL**


SHED
BUILD = 4  BARN +1 
(2 UPGRADES ALLOWED)


FISHERMAN
BUILD = 3 
+1 FROM 

HUNTER
BUILD = 2 
+1 FROM 


WITCH
BUILD = 3 
+1 FROM 

DRUID
BUILD = 4 
COOPERATE WITH ANOTHER
PLAYER THAT ALSO HAS A
DRUID

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