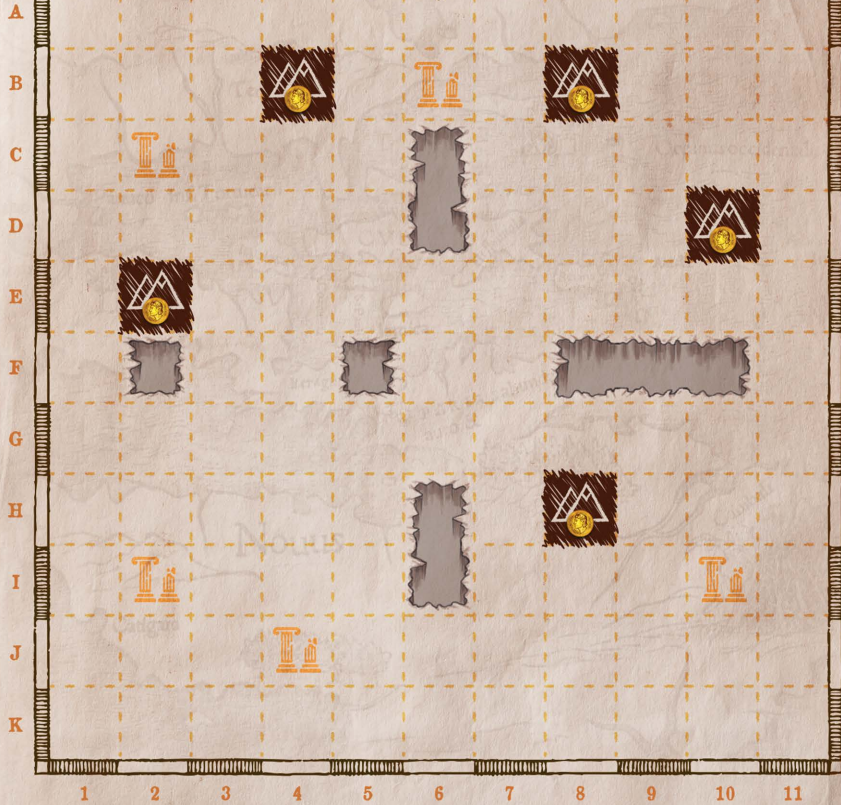
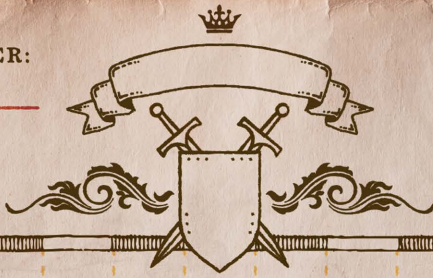


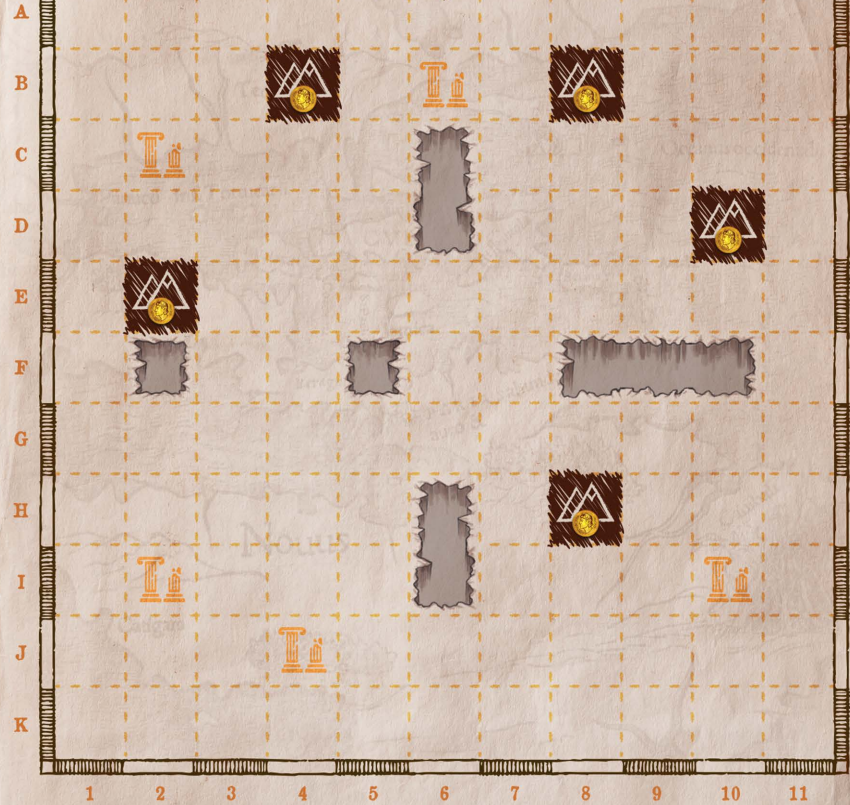
CARTOGRAPHER:

TITLE:



CARTOGRAPHER:

TITLE:



CANOE CART



When you draw a or shape adjacent to at least 1 or space -AND- the edge of the map, gain 1♦.

MACHETE



When you draw a shape, you may destroy 1 space within that shape to gain 1♦.

COIN POUCH



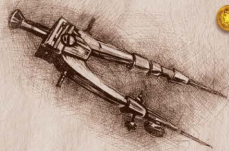
When you choose a shape with a , gain 1♦.

BESTIARY



When you draw any shape adjacent to at least 1 space, gain 1♦.

COMPASS



You may ignore restrictions. At season's end, if you have at least 2 or 4 unfilled spaces, gain 1♦ or 2♦.

BEDROLL



When you draw a shape adjacent to at least 1 space, gain 1♦.

SPYGLASS



When you draw a shape surrounded by empty spaces or the edge of the map, gain 1♦.

INK BOTTLE



When you draw a shape with at least 5 spaces, gain 1♦.

SPIKED BOOTS



When you surround a space, gain 2♦.

CANOE CART



When you draw a or shape adjacent to at least 1 or space -AND- the edge of the map, gain 1♦.

MACHETE



When you draw a shape, you may destroy 1 space within that shape to gain 1♦.

COIN POUCH



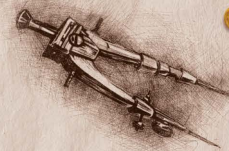
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When you surround a space, gain 2♦.

JOURNAL TRACK



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