
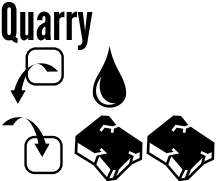






Quarry





Quarry




2x






Pasture





Pasture




2x






Grove




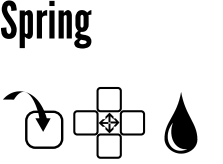
Grove




2x



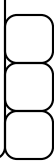


Spring





Spring




1x






Bank




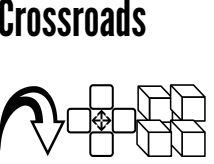
Bank




1x






Crossroads




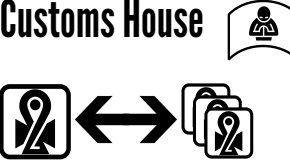
Crossroads




2x






Customs House




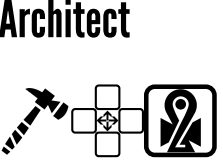
Customs House




2x






Architect





Architect




2x






Housing




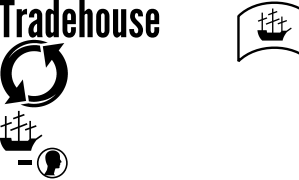
Housing




1x



Tradehouse



Tradehouse



2x

