Barn Move an existing settlements to a hex of the same terrain type as your played card Base	**Farm** Build a settlement on a grass hex Base	**Harbor** Move one of your existing settlements to a water hex Base
Oasis Build one settlement on a desert hex Base	**Oracle** Build one settlement on the same terrain type as your played card Base	**Paddock** Move/jump one of your existing settlements 2 hexes in a straight line Base
Tavern Build a settlement at the end of a line of 3 or more of your own settlements Base	**Tower** Build a settlement at the edge of the game board Base	**Caravan** Move an existing settlement in a straight line until it is blocked by an obstacle Nomads

Quarry Build 1 or 2 stone walls on the same terrain type as your played card Nomads	**Garden** Build one settlement on a flower field space Nomads	**Village** Build one settlement adjacent to at least 3 of your settlements Nomads
Lighthouse Place or remove your ship, or move your ship up to 3 spaces **Forester's Lodge** Build one settlement on a forest space Crossroads	**Wagon** Place or remove your wagon, or move your wagon up to 3 spaces **Monastery** Build one settlement on a canyon space Crossroads	**Barracks** Place or remove one of your warriors **Crossroads** Draw one additional terrain card at the end of each turn Crossroads
Fort Draw a terrain card and build one settlement on the terrain type shown **City Hall** Place your city hall tile Crossroads	**Canoe** Build one settlement on swamp or water, after another player clears a location tile space **Bonus** Build one settlement on a swamp or water space Marshlands	**Fountain** Build one settlement next to exactly one of your settlements and no opponent settlement **Bonus** Build this bonus on a mountain space instead Marshlands

Temple

Remove a settlement. Build it next turn along with your other required builds

Bonus

Your first mandatory build can be in any valid space

Marshlands

Refuge

Relocate a previously built settlement to an adjacent hex

Bonus

Move a settlement in a straight line to the next suitable hex

Marshlands

Bazaar

Repeat any other extra action

Water Mill

Build one settlement next to a water space

Harvest

Scout Cabin

Place both scout tiles on any suitable terrain, water or mountain spaces

Mountain Station

Build one settlement next to a mountain space

Harvest

Cathedral

Take one number tile, or return any number of tiles to place settlements

Watchtower

Build one settlement next to another player's settlement

Harvest

Palisade

Move a settlement to a suitable terrain space connected to the same settlement area

University

Build one settlement next to a location

Harvest

Rope Bridge

Move a settlement to a canyon space

Island

Tree House

Move a settlement to a forest space

Island

Rope Bridge

Move a settlement to a canyon space

Harbor

Move one of your existing settlements to a water hex

Base + Island

Tree House
Move a settlement to a forest space

Harbor
Move one of your existing settlements to a water hex

Base + Island

Capitol
One point for each settlement within 2 spaces

Capitol

Capitol
One point for each settlement within 2 spaces

Harbor
Move one of your existing settlements to a water hex

Base + Capitol

Capitol
One point for each settlement within 2 spaces

Oracle
Build one settlement on the same terrain type as your played card

Base + Capitol

Cave
Move an adjacent settlement to a suitable hex adjacent to any cave

Cave

Cave
Move an adjacent settlement to a suitable hex adjacent to any cave

Tavern
Build a settlement at the end of a line of 3 or more of your own

Base + Cave