










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



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

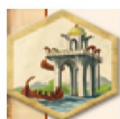
Draw a terrain card and build one settlement on the terrain type shown



City Hall

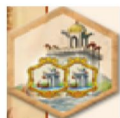
Place your city hall tile

Crossroads



Canoe

Build one settlement on swamp or water, after another player clears a 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

Marshlands

<div></div> <div>Temple</div> <div>Remove a settlement. Build it next turn along with your other required builds</div> <div></div> <div>Bonus</div> <div>Your first mandatory build can be in any valid space</div> <div>Marshlands</div>	<div></div> <div>Refuge</div> <div>Relocate a previously built settlement to an adjacent hex</div> <div></div> <div>Bonus</div> <div>Move a settlement in a straight line to the next suitable hex</div> <div>Marshlands</div>	<div></div> <div>Bazaar</div> <div>Repeat any other extra action</div> <div></div> <div>Water Mill</div> <div>Build one settlement next to a water space</div> <div>Harvest</div>
<div></div> <div>Scout Cabin</div> <div>Place both scout tiles on any suitable terrain, water or mountain spaces</div> <div></div> <div>Mountain Station</div> <div>Build one settlement next to a mountain space</div> <div>Harvest</div>	<div></div> <div>Cathedral</div> <div>Take one number tile, or return any number of tiles to place settlements</div> <div></div> <div>Watchtower</div> <div>Build one settlement next to another player's settlement</div> <div>Harvest</div>	<div></div> <div>Palisade</div> <div>Move a settlement to a suitable terrain space connected to the same settlement area</div> <div></div> <div>University</div> <div>Build one settlement next to a location</div> <div>Harvest</div>