










<div></div> <div>Barn</div> <div>Move an existing settlement 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 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 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, ore 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